ISSUE 36 • SEPTEMBER 1990 • £1.60

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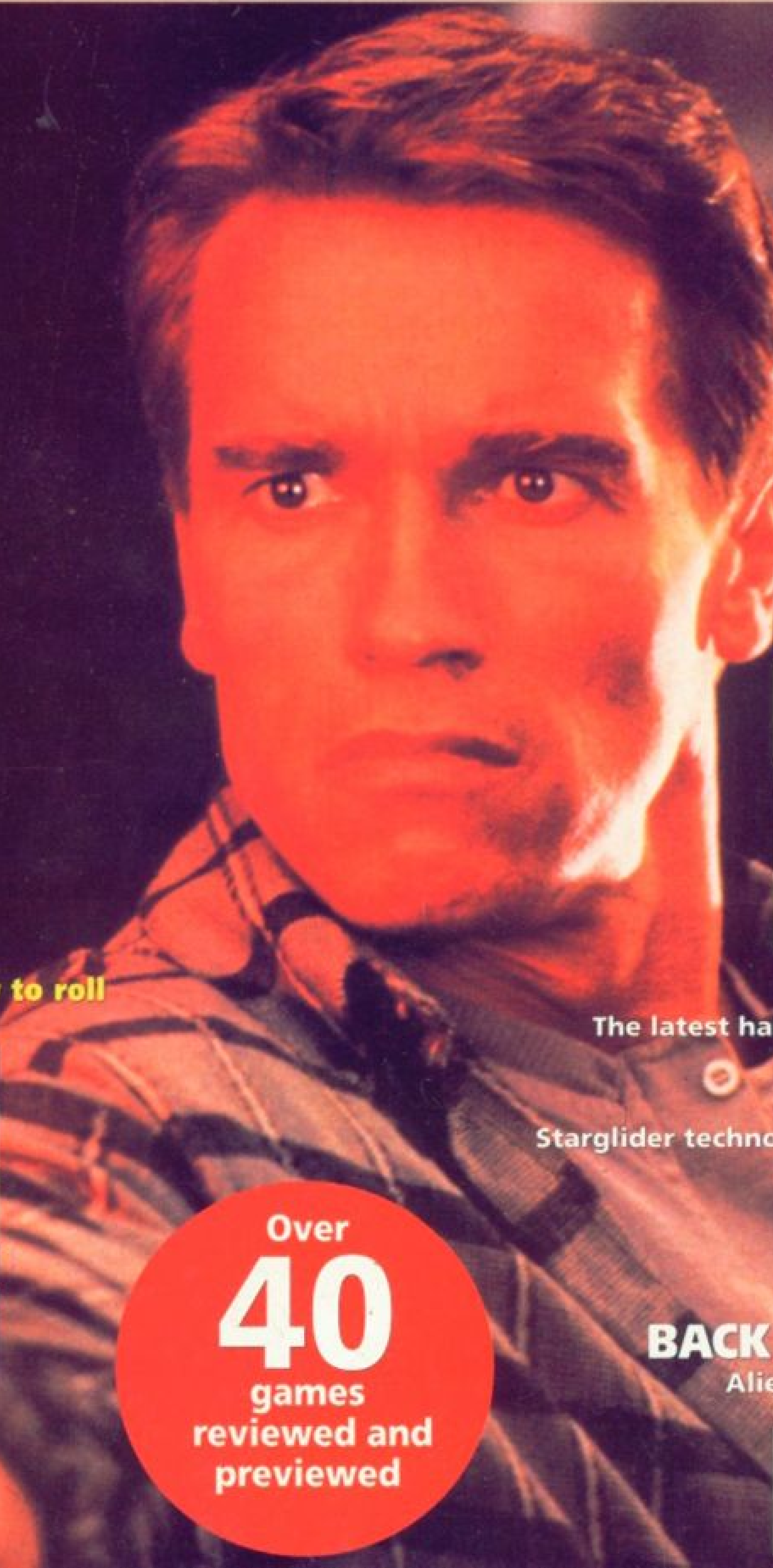
THE ULTIMATE GAMES MAGAZINE

ADVANCED COMPUTER ENTERTAINMENT



EXCLUSIVE

TOTAL RECALL

Arnie goes to Mars...
Ocean brings him back

DAYS OF THUNDER

Hot off the track and ready to roll

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Lap= 0002
Spd= 0000
Left Cam View

WIN

A free trip to Texas
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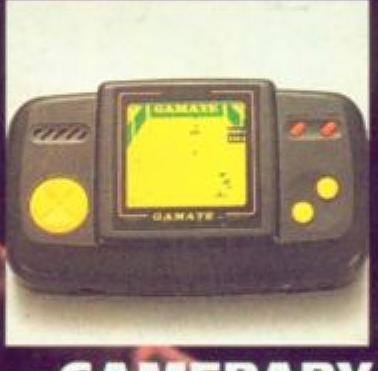


GAMEBABY

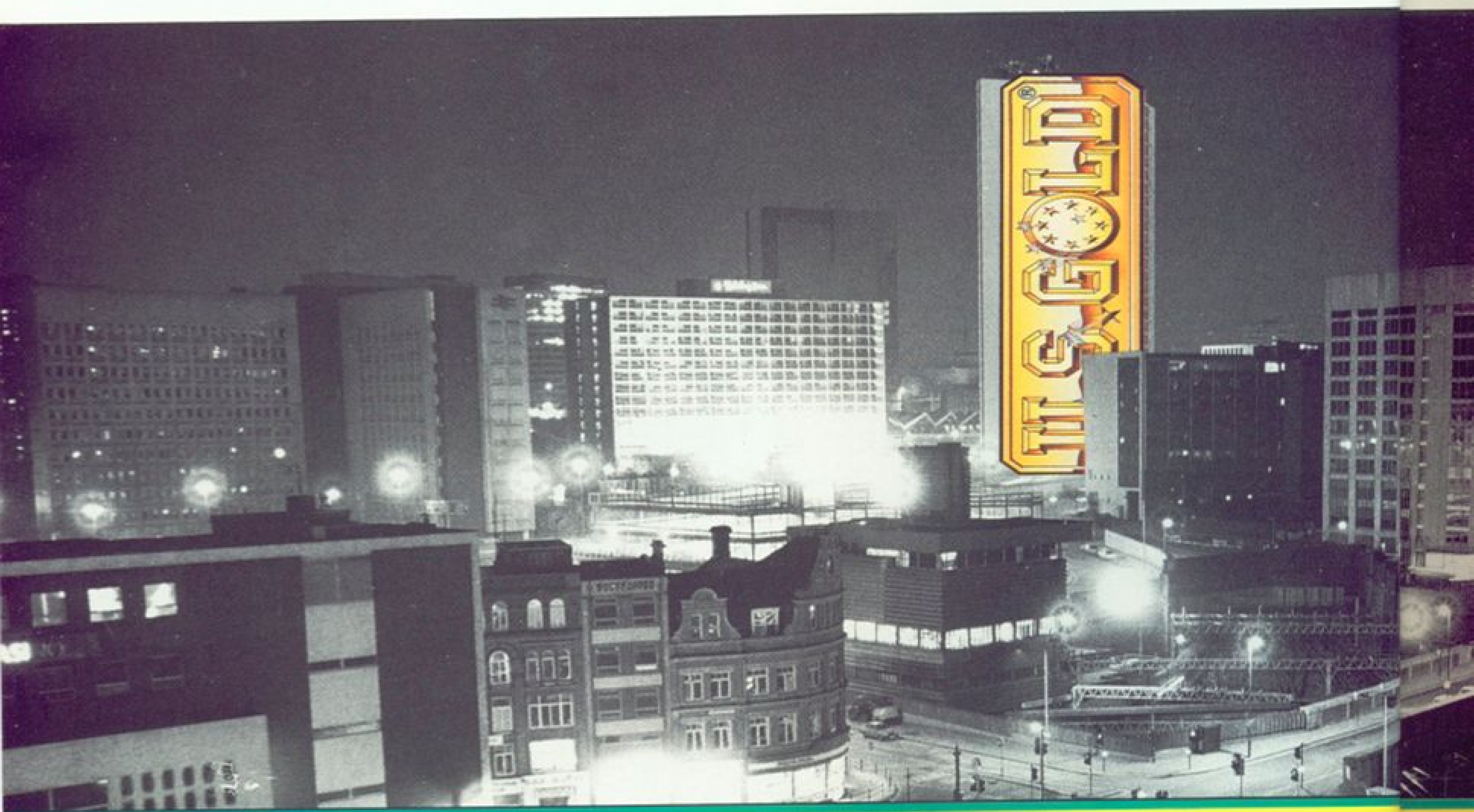
The latest handheld - for under £60

ECLIPSE

Starglider technology on the Gameboy

BACK IN THE USSR

Aliens land in Red Square



Latest Releases... Discove

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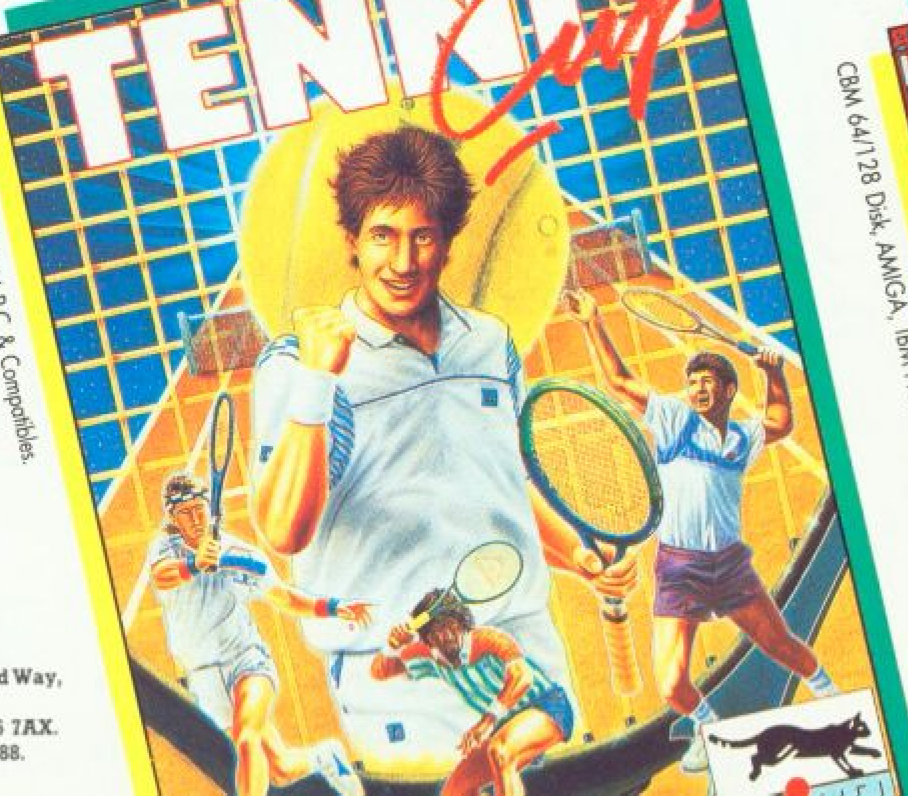

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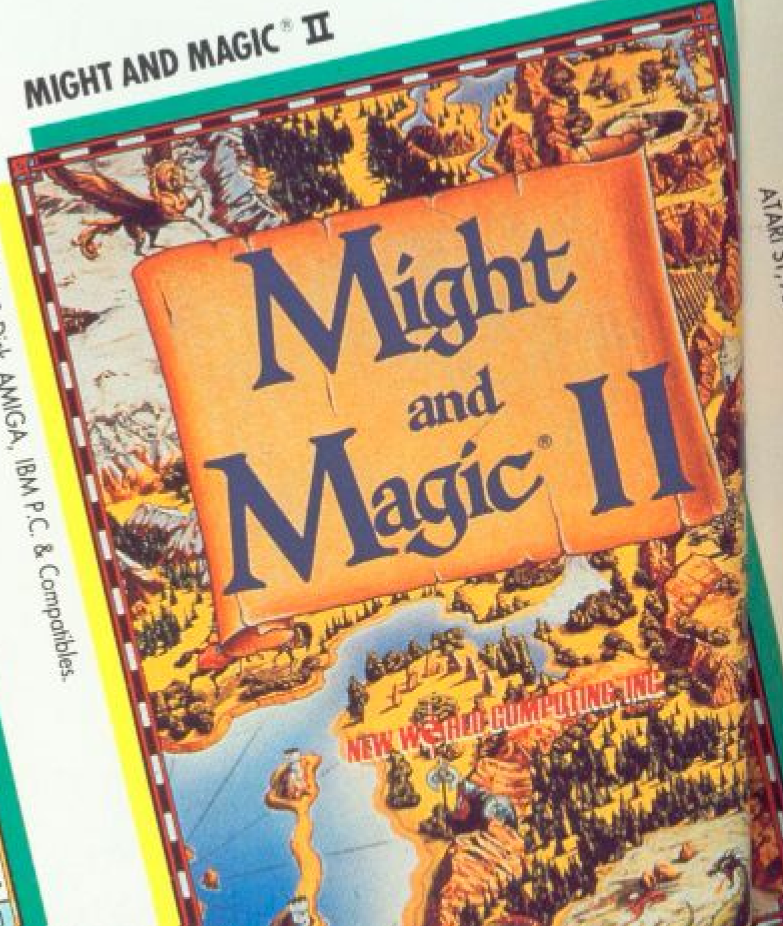
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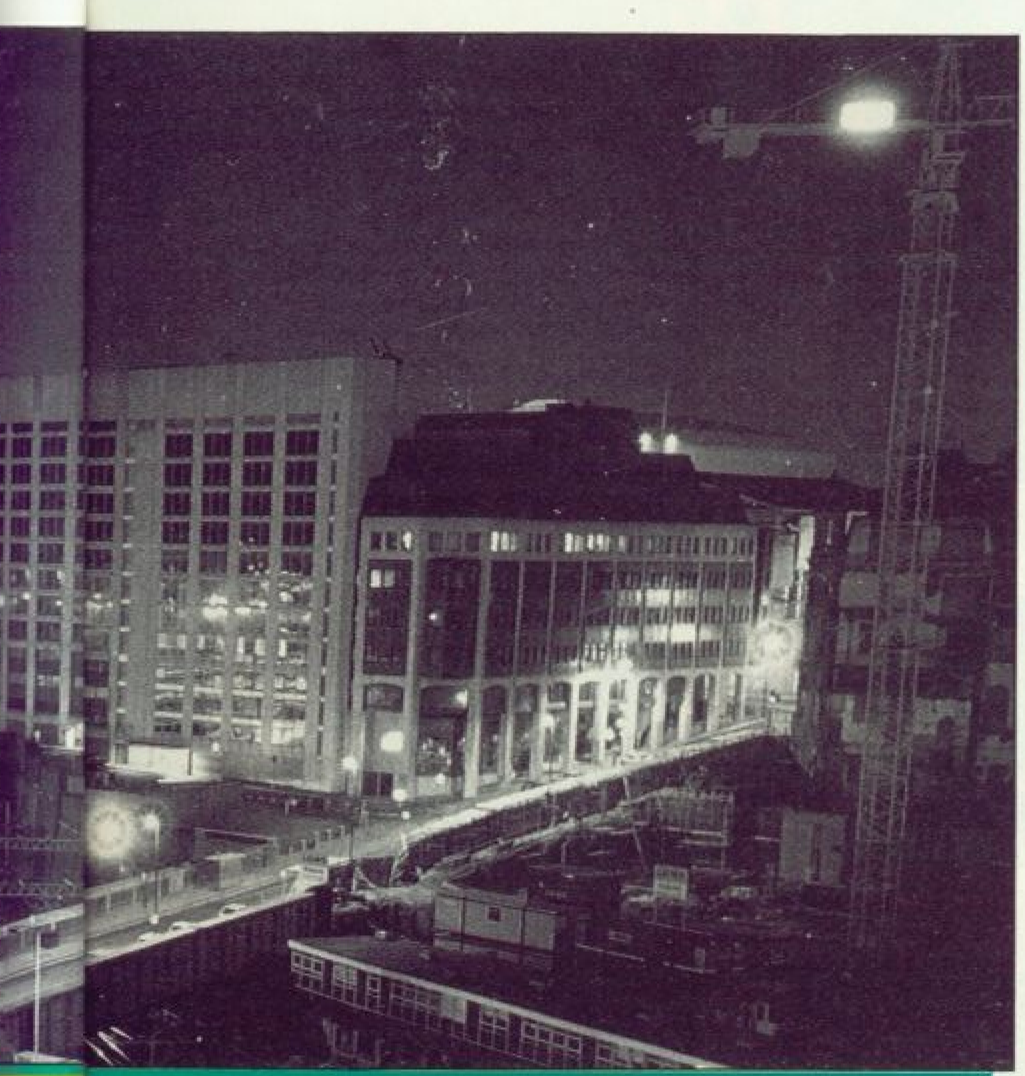

On every corner, in every street, a quiet revolution draws the generations of a new age into a spellbinding challenge against that icon of modern living... the computer.

If only the driving forces behind this revolution in entertainment could recognise with the same fervent enthusiasm the needs and desires of their devoted public.

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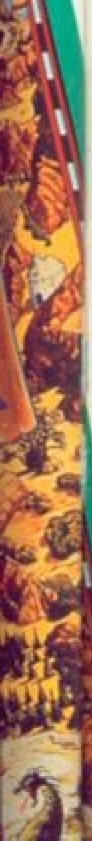

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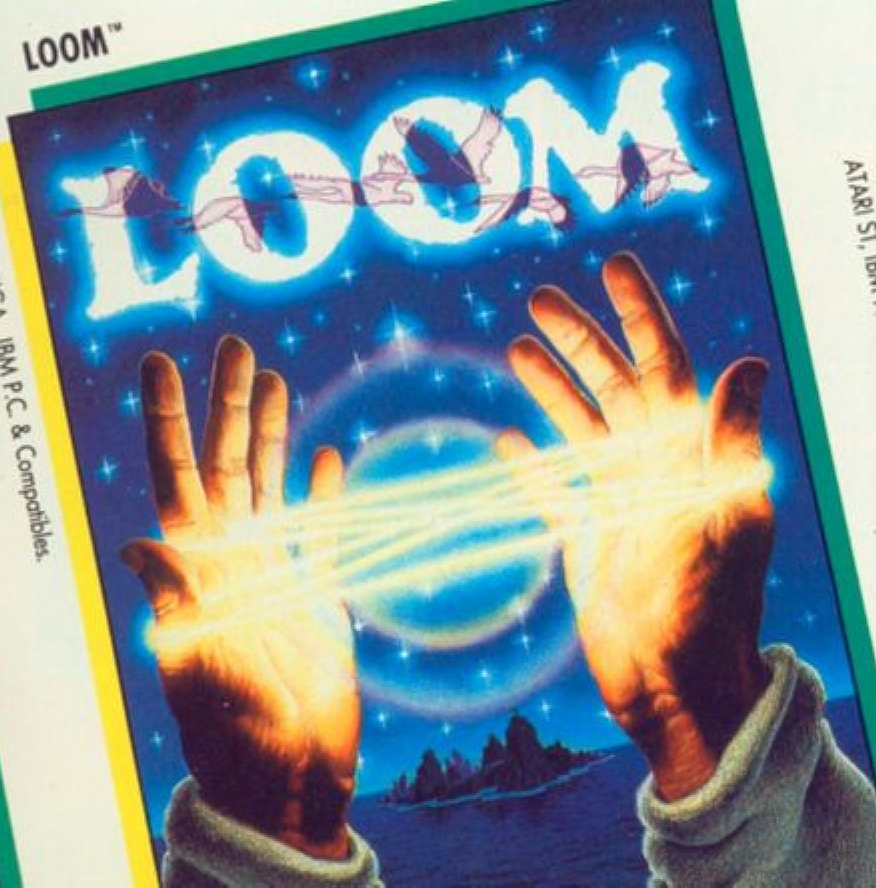

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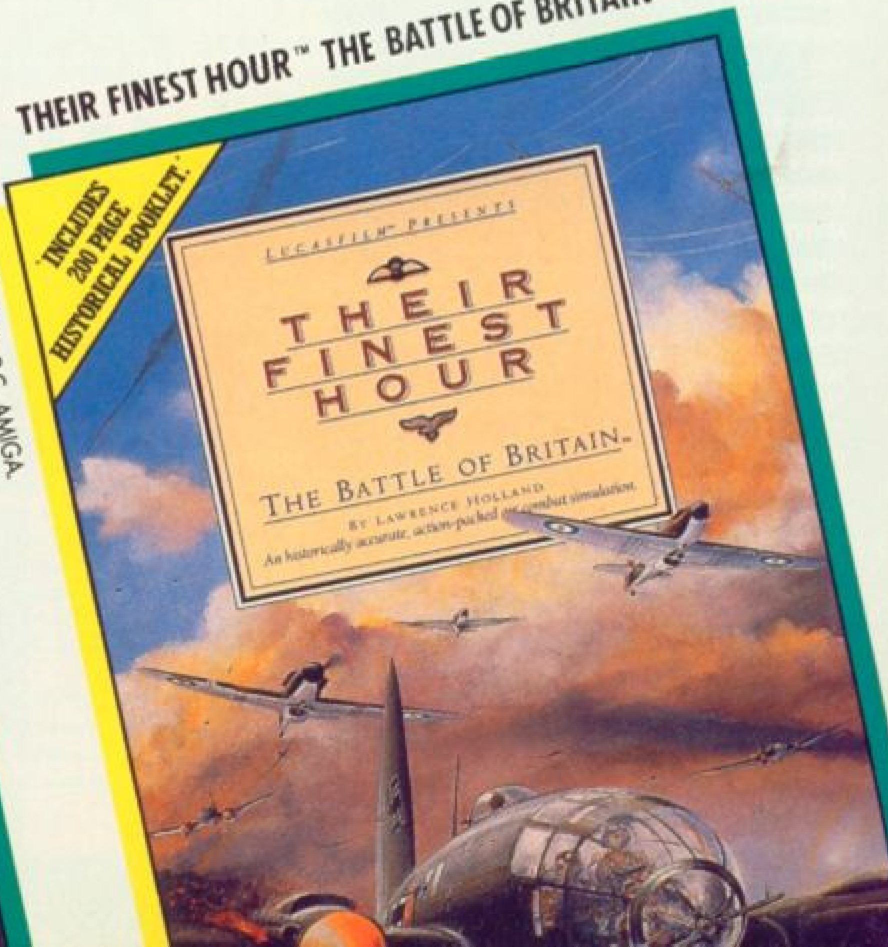
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THE BATTLE OF BRITAIN
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Emmanuel Strikneen,
**Observations on Mass Slaughter, **
Rabid and Sly 1640

reviews

The latest releases on computer, console and CD are all given the authoritative ACE treatment...

Corporation: check out Core's masterpiece on page 38

8-bit software tech[illegible] Nintendo consoles with *NES Glider* – see page 12

He's back! You may never play it, but take a peek anyway as Cosmic Osmo hits CD-ROM

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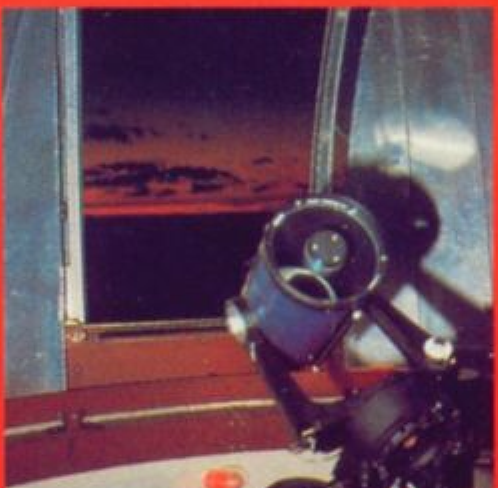
60 **COSMIC OSMO CD VERSION** *Cyan/Activision*

WIN! WIN! WIN!

We're really giving it away this month. After all, we are THREE YEARS OLD...and you'll have to wait another three years at least to get another opportunity like the one Mindscape are giving you in this issue. You can fly to Texas, join in a millionaire's bunfight at Halloween, and get stuck into to some of the biggest steaks (and stakes, no doubt) of your life.

And it's not just any millionaire either, but the renowned Lord British, creator of the superb *Ultima* series. And just in case you think these millionaires are a breed apart, we can reassure you – ACE has visited Lord British and we can vouch for him being a straight-up, decent chap with an eye for the bizarre and a real talent for partying, so we know you'll have a tremendous time.

Hats off to Mindscape and Origin for this tremendous competition – and for those of you who are stuck in *Ultima VI*, check out our tips in this month's Pink Pages...



You'll certainly be seeing stars at this party – Lord British has his own private observatory at the top of his home...

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PRINTING Severn Valley Press, Caerphilly

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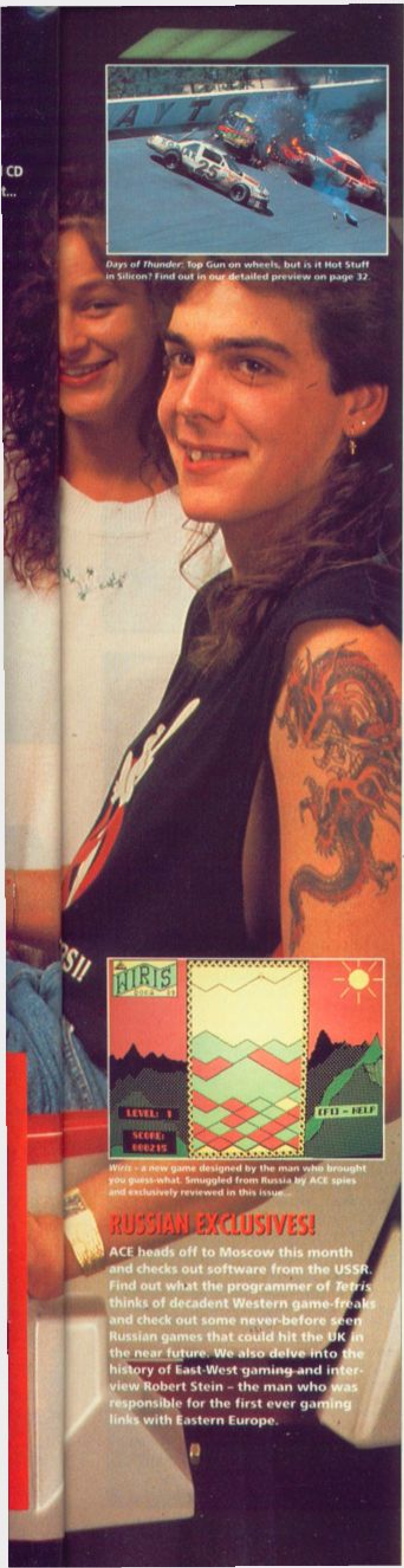
Days of Thunder: Top Gun on wheels, but is it Hot Stuff in Silicon? Find out in our detailed preview on page 32.



Terry Morris of Activision joins the rest of the team at the ACE Conference. See page 28

Wiris – a new game designed by the man who brought you guess-what. Smuggled from Russia by ACE spies and exclusively reviewed in this issue...

RUSSIAN EXCLUSIVES!

ACE heads off to Moscow this month and checks out software from the USSR. Find out what the programmer of *Tetris* thinks of decadent Western game-freaks and check out some never-before seen Russian games that could hit the UK in the near future. We also delve into the history of East-West gaming and interview Robert Stein – the man who was responsible for the first ever gaming links with Eastern Europe.

WHAT AN ISSUE!

When we party, we really party. Three years old today and we've got the guns AND the numbers. Where else can you get a gander at *Wiris*, hot from Moscow and the *Tetris* developers? Or a glimpse of a Gameboy lookalike for under £60? Or *Days of Thunder*? Or even the latest, greatest license of them all – *Total Recall*. Nope, we can't recall when a strip of celluloid got software houses so excited. While Arnie was tearing them apart on Mars, the men in suits were tearing each other apart in Hollywood for a piece of the action – and Ocean came out on top. Let's hope the game packs as big a punch. Quite a month for a third birthday, eh? Dive in, dive deep, and come up with solid gold...

CHANGE THE WORLD

We want information. Hand it over – and we'll hand over £££ worth of software in prizes. See page 18.

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TOTAL RECALL

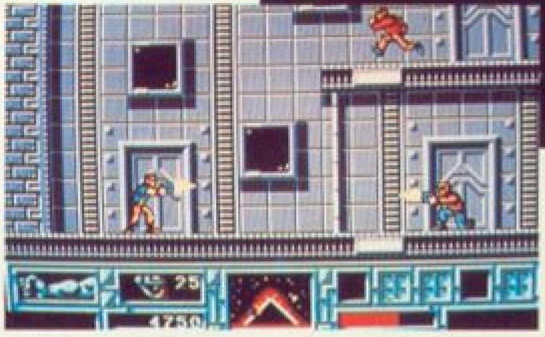
Get ready for the ride of your life. Rik Haynes previews the latest Arnie Schwarzenegger blockbuster in celluloid, computer and console...

"The year is 2084. The world has survived its third world war. Two opposing government blocks rule the world. Mars has been colonised and is wracked by political unrest."

"On Earth, Doug Quaid (played by Arnold Schwarzenegger), a tough construction worker with a beautiful wife, a good job and great friends, is being haunted by recurring dreams of another life – a mysterious woman – on the red planet."

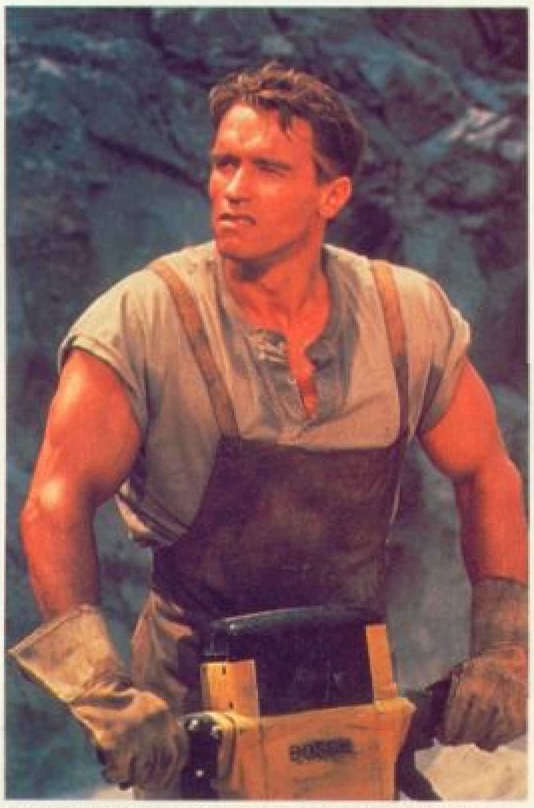
"But are they dreams, or is Quaid himself part of a dream? What is real and what is not real? Without warning, Quaid's everyday world has suddenly begun to crumble around him, a world in which everything he thinks he knows and has experienced may be a fabrication. He is not the man he thinks he is, Quaid discovers – now he must travel to Mars to confront the mystery."

"Quaid's troubles begin the day he visits Rekcall Inc, a unique travel service specialising in implanting fantasy adventures in the minds of its customers. His fantasy is to visit Mars, which has been dominating his dreams. During Quaid's procedure, however, something goes terribly wrong. A whole separate personality that had been blocked from his mind momentarily and violently comes back to life. The panic-stricken technicians at Rekcall quickly sedate Quaid and suppress any memories he has of the episode or even having been at the travel agency."


Total Recall taking shape on the Amiga. It promises to be a blend of *Impossible Mission* and *Robocop* elements...

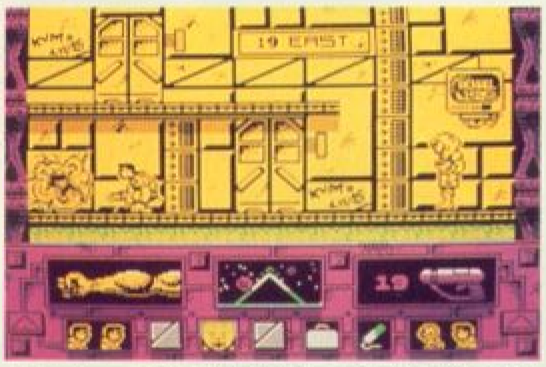
TOTAL TRIVIA

Gun-maker Lajos Goncz is apparently suing Arnie-baby for £1 million – because he didn't get a mention in the movie credits!


Arnie crunching up the set in *Total Recall*. No wonder it cost $60 million dollars to make!

"Science fiction is a dream world furnished by a toy shop."

Paul Verhoeven, director of *Total Recall* movie


The Spectrum version of *TR* is looking good already. Who said the 8-bit formats weren't keeping up?

A MARS A DAY...

"*Total Recall* - the film was shot at the Churubusco Studios in Mexico City. There, on 10 vast sound stages, a futuristic world came into existence. The vision is a collaboration of Verhoeven, production designer William Sandell and conceptual artist Ron Cobb. Verhoeven, a lifelong enthusiast of science fiction, welcomed the chance to return to the genre he had first delved into with *Robocop*. Part of the director's fascination with science fiction is technical: Verhoeven possess a doctoral degree in mathematics and physics, and enjoys solving technical problems."

"'Working with special effects both frightens and fascinates me,' he says. The look the filmmakers created is futuristic and at the same time realistic, incorporating elements they discovered while researching NASA's published materials on projected Martian settlements."

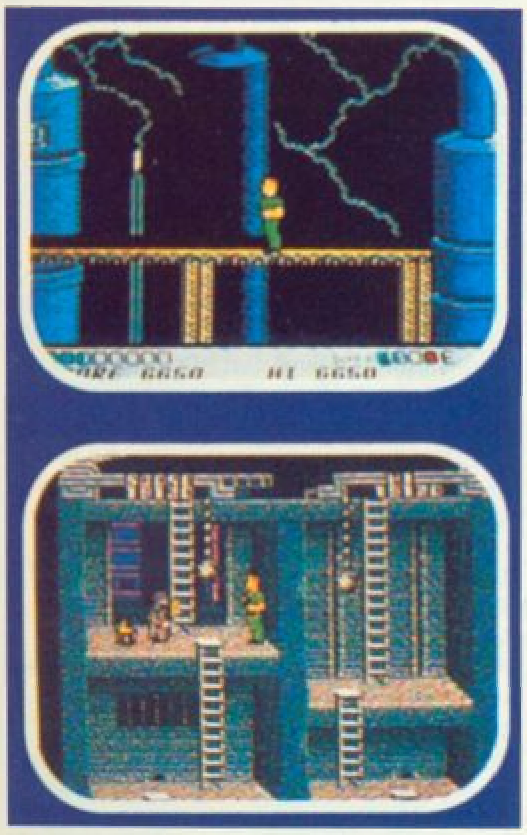
"Sandell says: 'The feeling for the total Mars experience was that of architecture impressed on rock. We establish that the people live in the rock to protect themselves from dangerous solar radiation that filters through Mars' thin atmosphere. It's practical, and has a mass-produced look that's in keeping with the economics of the colonies'"

"The entire Martian world was created on the Churubusco sound stages by Sandell's team of over 360 workers. Whole stages were filled with enormous sets, which included the vast Martian spaceport, the sleazy red-light district of Venusville, the bustling central transportation hub of Mars and a sprawling network of underground tunnels and catacombs."

MICRO MAGICIANS

Total Recall – the computer game from Ocean is a multi-stage platform arcade game similar in style to _Robocop_ and _Impossible Mission_. Active Minds produced the storyboard for Ocean and is currently developing the Spectrum, C64, CPC, Amiga and ST versions of the game. _Total Recall_ is their first project as a team. It should be playing on a micro near you in late October.

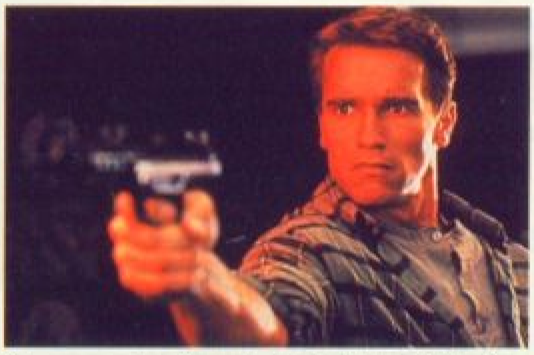
Project Leader:
DAVE COLLEY (boss of Active Minds)
Amiga/ST Programmer:
FRED O'RORKE (Laser Squad, Scramble Spirits)
Spectrum/CPC Programmer:
PAUL HOUBART (Highlander, Road Runner, Leaderboard)
C64 Programmer:
MIKE LYONS (Midwinter, War in Middle Earth)
Graphic Designers:
SIMON BUTLER (Robocop, Platoon, Renegade)
MARK JONES, Snr (Gryzor, Renegade, Arkanoid)
MARK JONES, Jnr (Wizball, Dragon Ninja, Arkanoid)
Musician:
DAVE WHITTAKER (Back to the Future II, Shadow of the Beast, Xenon II)



Two shots from Acclaim's Nintendo version of _Total Recall_. It's bound to be a big seller, but our firm impression was that the Ocean game was the tougher, rougher game.

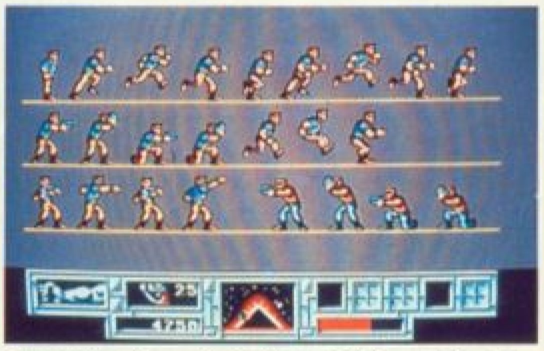
"Unbeknownst to Quaid, he has been under surveillance. The people who have been watching him fear that his trip to Rekcall has unlocked the memories that threaten them, and they decide that he must be killed. Bewildered, Quaid finds that he has become a hunted man. As he tries to evade his killers, he is led to a video recording of his mirror image. 'Get ready for a big surprise,' it tells him. 'You're not you. You're me.'"

"An exhilarating futuristic odyssey of self-discovery punctuated with humour and action, *Total Recall* brings Arnold Schwarzenegger, one of the world's top box-office attractions, together with internationally acclaimed director Paul Verhoeven and a team of distinguished filmmakers."



He's mean – and so's the movie. As Dick Lehrberg told us, if you want to see $60 million well spent, watch the film...

Arnie warms up during rehearsals for the love scene...or was this a take?



Some fo the sprites under development for the game (Amiga version)

MICROPROSE BETRAYAL

Microprose, the American flight-sim specialist owned by 'Wild' Bill Stealey, is relaunching its Rainbird label bought from Telecomsoft last year. Rainbird games will now be strictly strategy-orientated. The first game, _Midwinter_, was a tremendous success. _Betrayal_ is the next Rainbird title. Microprose spokesperson, Peter Jones, told ACE: "_Betrayal_ is a wider concept, a devilish God game."

Lay on the strat. In _Betrayal_ you accuse, appease, assassinate, bribe, exploit, lie, spy, steal, trick and wage war to achieve your objective: absolute power. "You have to be a complete bastard," Jones explained. You strive to control the courts of the King and Bishop by economic, militaristic and political manoeuvring. So we're talking a 90's version of the classic _Kingdom/Dictator_ genre of resource management games with enhanced graphics, more sophisticated gameplay and a few arcade sequences. "_Betrayal_ is a board game without a board." Up to four players can simultaneously play the game with four levels of difficulty. _Betrayal_ is due for release on Amiga, ST and PC. Spectrum and C64 versions are also being considered.

Universal Military Simulator II (a follow-up to the best-selling wargame) and _Starlord_ (Mike Singleton's epic space-sim which has been in development for what seems a decade) are the other Rainbird games to be released this year. Look out for a full-review of _Betrayal_ in an upcoming issue of ACE.

MOVIE MAKERS

Total Recall - the movie was created by some of the most talented film imagineers currently in the industry. This excellent sci-fi all-action adventure film was inspired by the Philip K Dick short story, _We Can Remember it for you Wholesale_. A Carolco movie, _Total Recall_ should be playing at a local cinema as you read this – see it!

Star Actor:
ARNOLD SCHWARZENEGGER (Terminator, Running Man, Predator)
Director:
PAUL VERHOEVEN (Robocop, The 4th Man, Soldier of Orange)
Producer:
BUZZ FEITSHANS (First Blood, Rambo: First Blood Part II, Rambo III)
Screenwriters:
DAN O'BRANNON (Alien, Return of the Living Dead, Blue Thunder)
GARY GOLDMAN (Big Trouble in Little China)
Conceptual Artist:
RON COBB (Aliens, Close Encounters of the Third Kind, Back to the Future)
Special Effects Company:
DREAM QUEST IMAGES (Abyss, The Fly, Gremlins)
Creature and Special Make-up Designer:
ROB BOTTIN (The Thing, Robocop, Star Wars)
Composer:
JERRY GOLDSMITH (Poltergeist, Star Trek, Planet of the Apes)

He may be tough, but he's cuddly too. At least his wife thinks so. But he gets his own back later by divorcing her...with a bullet.

CONSOLE CREATORS

Acclaim in the States is producing _Total Recall_ on the Nintendo Entertainment System. "Gamers take on the role of the Schwarzenegger movie character Quaid, and engage in a breathtaking battle, encountering a wide range of adversaries while collecting a variety of sophisticated weapons needed for the final confrontation on Mars." _Total Recall_ on the NES will be available in America by the end of the summer.

TEENAGE MUTANT MIRRORSOFT TURTLES

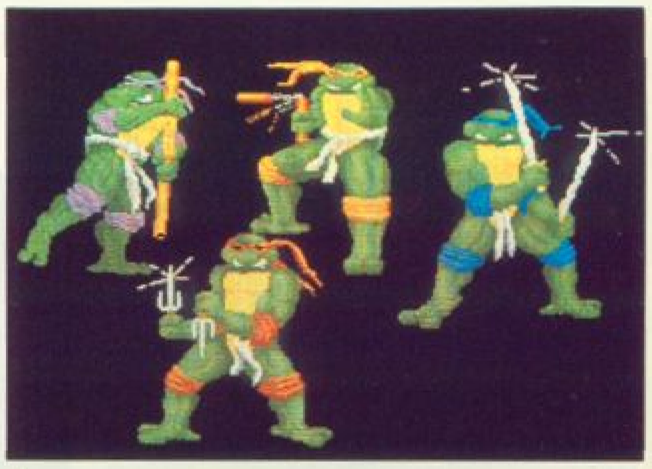
The pizza-eating, sewer-dwelling, license to print money, Teenage Mutant Hero (Ninja) Turtles are coming to your computer this Christmas.

Mirrorsoft has snapped up the Mutant micro rights from top Japanese software house, Konami, for an undisclosed amount. Despite rumours of a one million pound deal, Mirrorsoft's Sean Brennan confirmed to ACE, "We haven't paid as much as people think. It was way below a million".

Although Konami has already released the Amiga version of Teenage Mutant Turtles (TMT) in the States (see the exclusive ACE review back in issue 34), Mirrorsoft will produce 'improved' versions for the Spectrum, C64, CPC, Amiga, ST and PC. Their release will coincide with the UK premier of the TMT teen-movie in November. Current 'grey-import' supplies of the American version will soon dry up according to Brennan.

Mirrorsoft's previous games have included more up-market hits such as *Dungeon Master*, *Falcon* and *It Came From the Desert*. With *TMT*, Mirrorsoft is going for the mass. This highly respected software house will be busy promoting the game with the help of sister companies within the Maxwell-owned Mirror Group.

TMT is 'almost certainly' destined for the No. 1 chart position this Christmas. As one industry pundit commented, "You could put an blank disk in the box and the game would still sell like hot cakes".



The original Aliens from Electric Dreams (Activision)

AMERICAN INSULT TO BRITISH GAMESTERS

International Business Week, a US magazine for the boring business community, recently wrote: "European consumers are 10 years behind the US and Japan in the video game obsession". So what do you think of this statement? Your only right of reply is with ACE, so send your comments to: ACE FEEDBACK, EMAP Images, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. We'll print the best replies and send them into International Business Week on your behalf. So get writing...

KENWOOD LAUNCHES RECORDABLE CD

Kenwood, not the food mixer but the leading Japanese audio manufacturer, has launched the first commercially available recordable compact disc system.

The CD-WO (Compact Disc Write Once) is capable of recording data onto 'blank' compact discs, and can handle audio CD, CD+G, CDV, CD-ROM and CD-I formats. Disc duplication is possible from one disc, enabling diverse and 'short-run' manufacture. So we're talking "tremendous market potential".

Possible CD-WO punters include CD-ROM software manufacturers, broadcast stations for programmes and jingles, and recording studios for test listening and demonstrations. Even aspiring bands and DJs could cut their own discs on a short-run basis. A new rage of really limited edition CD singles is about to begin. Instant cult CDs for insidious cyber clubbers.

Some specs for the techheads. The CD-WO incorporates a custom-made LSI to handle absolute time in pregroove, allows both non-interactive and partial recording, and has "groove wobble like a snake".

Kenwood, formed back in 1946, was the first Japanese firm to manufacture a hi-fi radio tuner, commercially viable FM receiver and car hi-fi. Kenwood has been at the cutting edge of CD-tech since 1982, and today commands an 80% market share of CD encoder systems. The company is also 'into' sats.

The cost of the Kenwood CD-WO system is £12900 – plus the cost of the PC controller computer. Additional CD Writer's cost £5400. You can connect 10 of them to a single CD Encoder. "The CD family has just opened up."

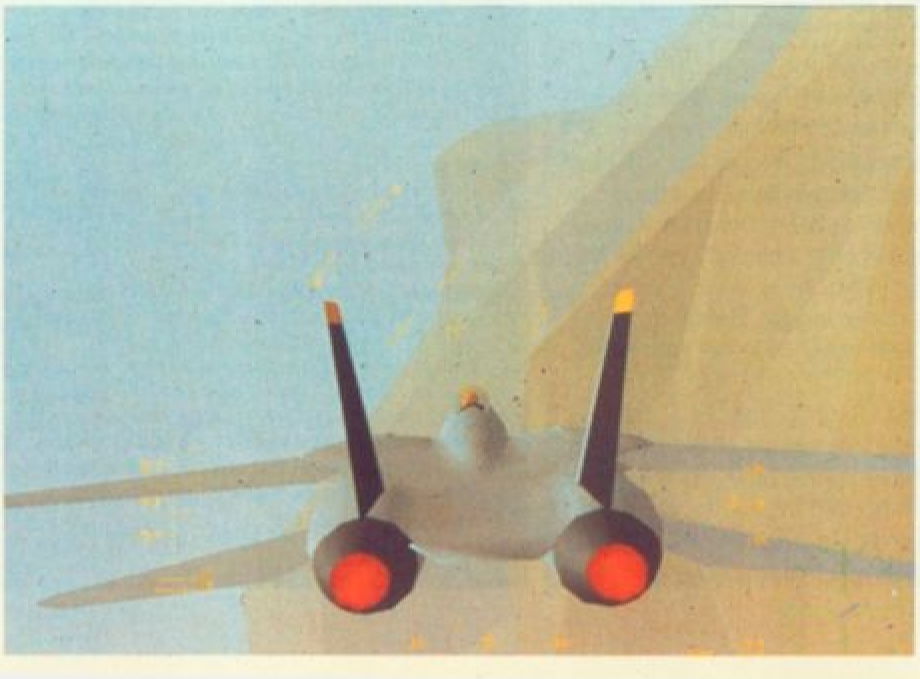
DIAL 0898 555563 NOW!

ACE
on the line

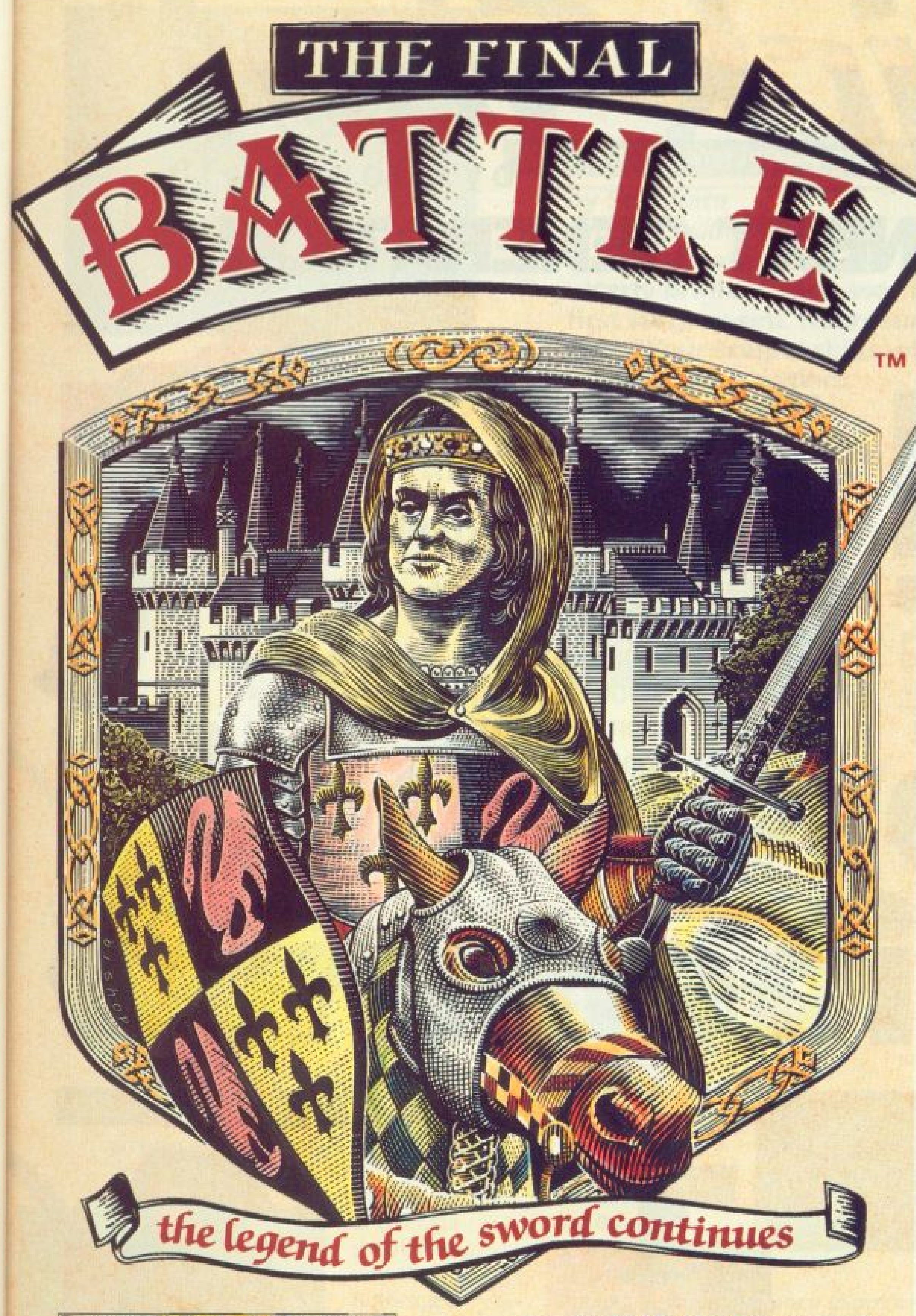
The ACE Interactive News Line is the only way to get a regular update on the latest games gossip, future games technology and games currently in development. You also get the chance to win special prizes. Calls cost 38p per minute peak, 25p per minute off-peak. We apologise for the teething problems the News Line has experienced in the past, but we promise everything is running smoothly now. So you're just one call away from the games of tomorrow...

SILICON CAN BE SEXY

Do you remember the one million polygons a second Silicon Graphics supercomputer featured in ACE 34? If you decide to buy one of its Iris Powervision graphics supercomputers, Silicon G will kindly supply you with a 'free' flight simulator demonstration program. If you're interested contact: Silicon Graphics Ltd, Windrush Court, Blacklands Way, Abingdon Business Park, Abingdon, Oxon OX14 1SY. Don't forget to tell them you saw it in ACE first!



Be a flying ace in this one million polygons a second, 234 MIPS, 1280x1024 res graphics monster.


THE FINAL
BATTLE
TM
the legend of the sword continues

IN THE BEGINNING THERE WAS A SWORD, THEN CAME THE ADVENTURE.

* * *

A wizard trapped in a teardrop. A magical sword. A race of mutant humanoids.

Their attempts to destroy the kingdom were thwarted by a band of fearless adventurers. In the chronicles of Anar that chapter became known as the Legend of the Sword.

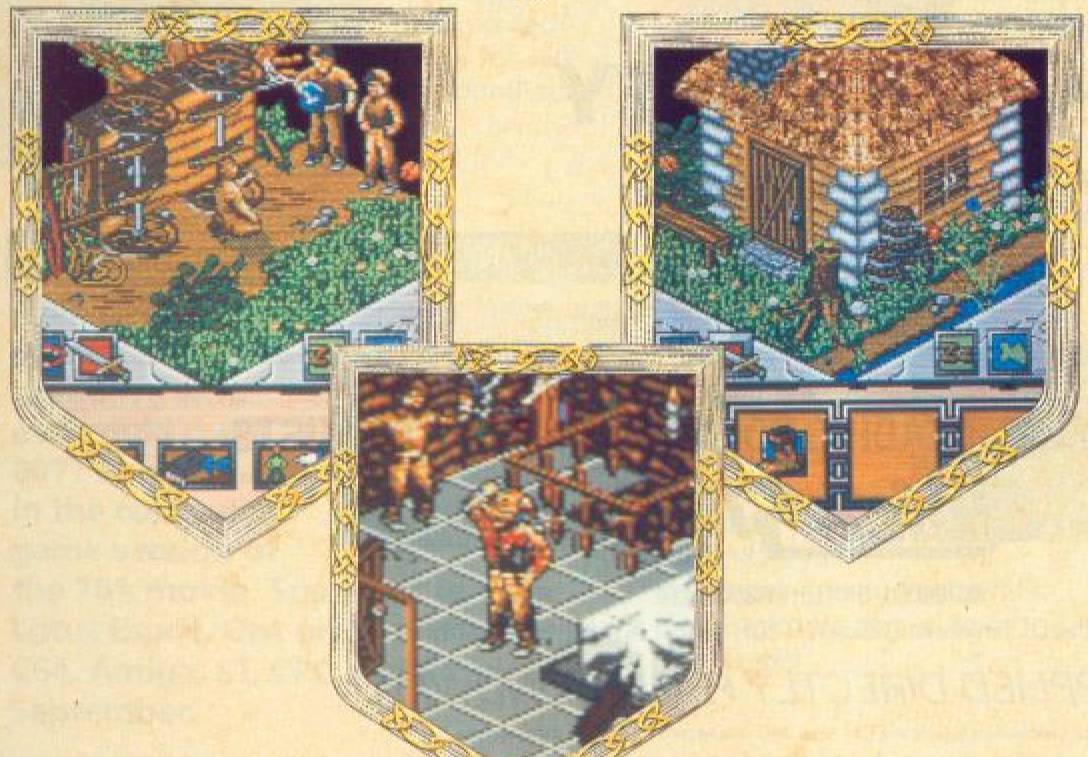
Then the teardrop shattered and the wizard unleashed a plague of death and destruction upon the land. The world of Anar has one remaining hope: whoever recovers the six power crystals created when the sword was forged, may banish the wizard to the deepest pit of hell…

* * *

Final Battle, the sequel to the much-acclaimed Legend of the Sword, features a much larger vocabulary, an expanded inventory and superior graphics. Its highly sophisticated action system allows for weather changes and gives a 3D view of every location – a system at the forefront of contemporary adventuring.

When the teardrop explodes, only the brave can save the land.

* * *



PSS

© Mirrorsoft 1990
Screenshots from Amiga version

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* N for Nintendo Entertainment System and F for Sega, Atari, Amstrad and Commodore game systems

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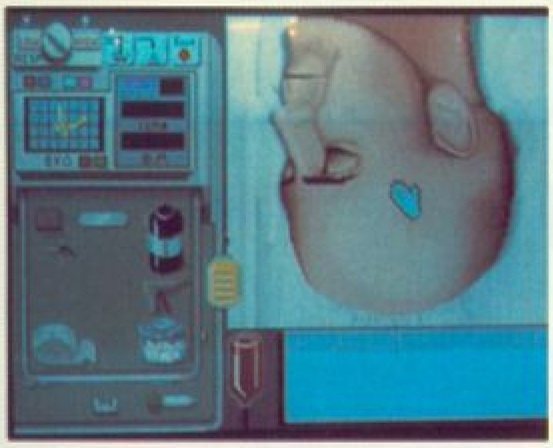
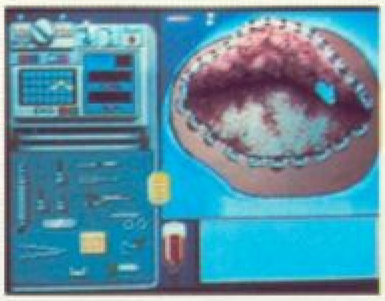
Rik Haynes returns from the living dead to preview forthcoming games...

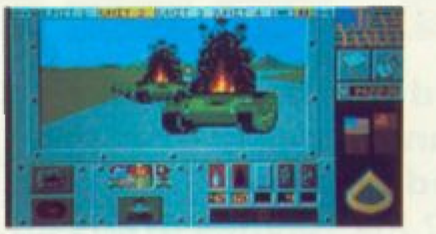
Send more Paramedics



LIFE AND DEATH II: THE BRAIN

by Software Toolworks/Mindscape. **Sick, fascinating and utterly brilliant successor to the world's first surgery-sim. Neurosurgery can be fun! "Your scalpel skills will determine whether your patient makes it to recovery... or the morgue!"**



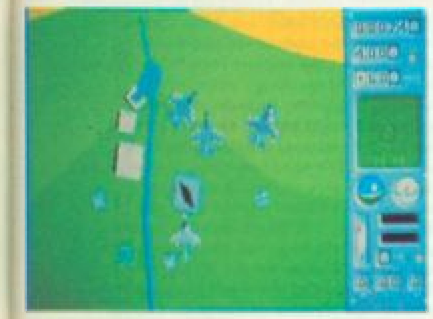


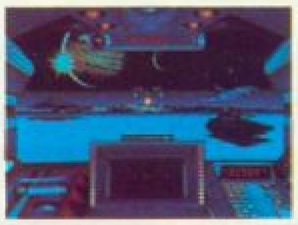
TEAM YANKEE

from Empire, **programmed by Oxford Digital Enterprise. ODE is run by a nuclear physicist affectionately known as 'The Doc'. Team Tankee is another Amiga, ST and PC M1 Tank simulation, only this one is aimed at slightly sophisticated action artists. Team Tankee - The Arcade Game – out in about six months time on all major formats – will appeal more to slaves of the shoot-out.**

OPERATION HARRIER

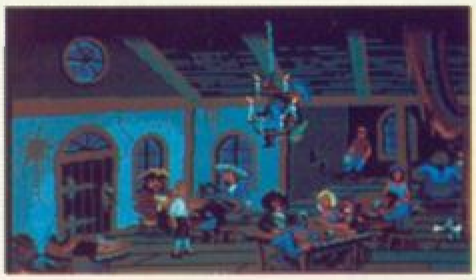
from US Gold, programmed by Creative Materials. It doesn't look too hot from the screen shot, but this new ST and Amiga shoot'em-up uses the novel Rotorscape graphics technique for 360° 'surround' action.





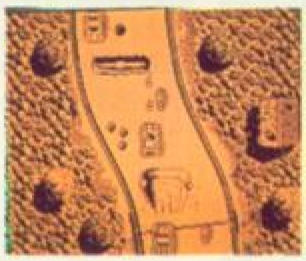
STELLAR 7

by Dynamix. **A radical remix of an early 80's classic. A strategy space shoot'em-up version of Battlezone with graphics digitised in 256-colours. A PC game distributed in the UK by Activision.**



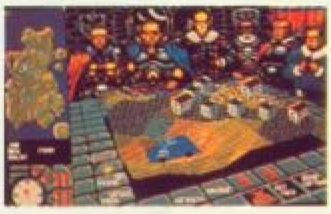
THE SPY WHO LOVED ME

from Domark, **programmed by The Kremlin – who else could code 007? Bond is back in the computer game version of the 70's movie. Spy Hunt in your Lotus Esprit. Out on Spectrum, C64, Amiga, ST, CPC and PC in September.**



POWERMONGER

from Electronic Arts, programmed by Bullfrog. Populous II on Amiga, ST and PC. Powermonger is a simulation of a kingdom complete with towns, forests, mountains, valleys, road networks and waterfalls. To be released sometime in September.



THE SECRET OF MONKEY ISLAND

by Lucasfilm Games. "The game's twisty plot leads our hero on a hilarious, complex, swash-buckling search for the fabled secret of Monkey Island." A graphic-adventure in a similar style to Zak MacKraken and Indiana Jones and the Last Crusade. Out during the 'fourth quarter' of 1990 on Amiga, ST, PC and Macintosh.

ECLIPSE

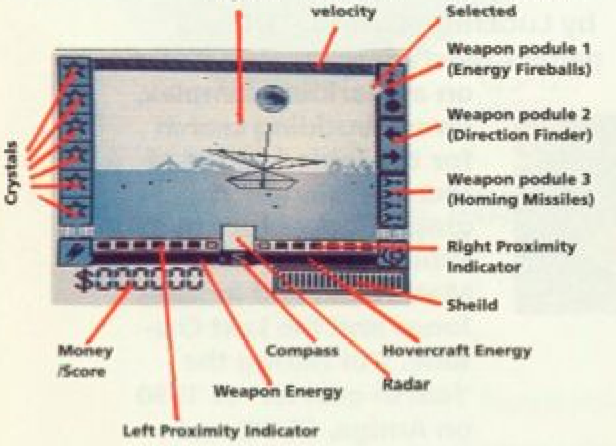
Could this be the most advanced game ever produced on a handheld console? Rik Haynes grabs an exclusive playtest...

S*targlider II* hit the Amiga as an instant classic back in 1988. This 927 ACE-Rated sci-fi flight-sim by Argonaut Software mixed strategy with shoot'em-up, but the most outstanding feature of the game was its impressive solid 3D graphics. These fast and colourful 16-bit polygons are still state-of-the-art two years later. So how could you possibly transfer these visuals onto the mono display of a Gameboy? Easy, you get Argonaut Software back on the case... convene, converge, convert.

Eclipse is a strategy space shoot'em-up with extremely fast and detailed three-dimensional graphics. "We wanted to program *Starglider* on the Gameboy," confirms Jez San – boss of Argonaut Software and the original creator of *Starglider*. "The Nintendo Gameboy and NES consoles weren't designed to run 3D games. It really is a big achievement to get 3D running on the Gameboy," enthuses San.

In the game you drive an armed and armoured hovertank around the planetscape kicking alien ass and collecting crystals. On the first mission, you only have to destroy one alien tank and collect two crystals. Missions get progressively more complex and difficult to complete. The finished game is likely to have around 20 different missions.

Handy hovertank attachments include three interchangeable weapon podules, shields and a variable-range proximity detector. The latter lets you lock-onto the nearest object, enemy tanks, crystals, your homing beacon or military base. In addition, you have access to a constantly updated map which scrolls in eight directions and has three levels of zoom.



The ECLIPSE playfield comprises vector sky stars and ground dust, scrolling mountains and a revolving replica of Earth.

Buy yourself an edge. You get a money bonus for every alien blasted – you then use this dosh to buy better weapons. Back at your base you repair, refuel, buy and sell weapons – ranging from $50 Energy Fireballs to a $5000 Doomsday Device. For added adventure, you can also visit alien bases to shop for strange extraterrestrial equipment.

"There are 20-30 alien craft in *Eclipse*, including tanks, cubes, a sort of newton's cradle, the Starglider bird and a weird flapping thing. We'll have proper names in a few days," smirks San. To make matters even more complicated, plants roam the planet laying eggs which hatch everything – both friendly and nasty. When you finish a mission you enter a sub-game and travel through a series of twisting three-dee tunnels to the next mission.

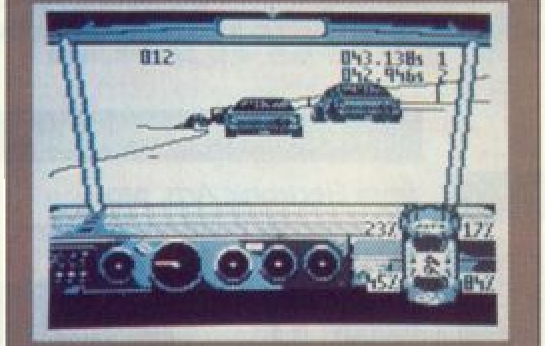
Eclipse was programmed by Dylan Cuthbert with shape design by Danny Emmett. "We're pushing the hardware," proclaims San. *Eclipse* can run at up to 25 frames per second, although in-game speeds of 10 are more likely. "Our 3D system is very powerful – we transferred the core code from the 16-bit parent." Argonaut uses a custom-made development system dubbed the Ramboy. "This is our secret – it's the most advanced dev-kit around and costs only £5000." When asked if programming the Gameboy was similar to coding a Spectrum game, San made it clear that the technical side of things is strictly restricted.

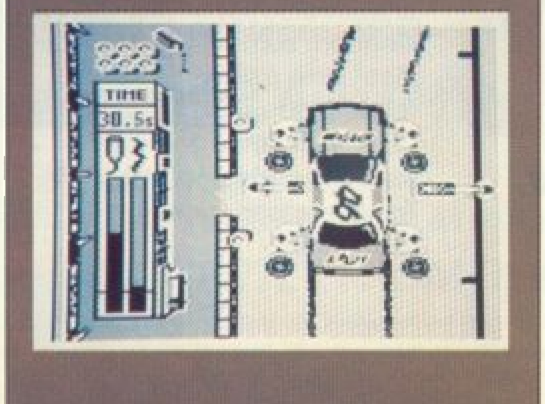
Cuthbert is currently inserting link-up code into *Eclipse* to provide a two-player head-to-head shoot'em-up option. The game will take another month to tweak and playtest.

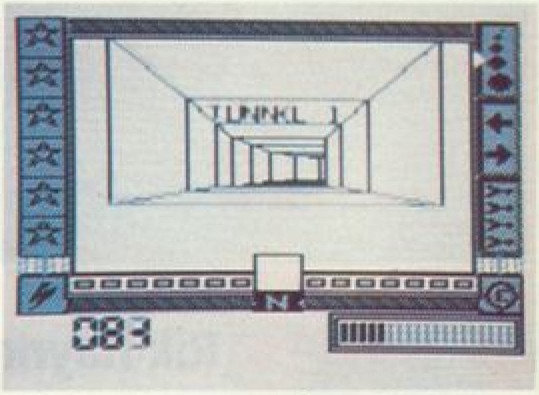
Argonaut consists of 15 programmers and 2 graphics artists crammed into a small semi-detached in North London. San ended my visit by saying, "Please stress that Argonaut isn't just Jez San, it's very much a team effort – everybody has an input in every game being developed."

DAYS OF THUNDER

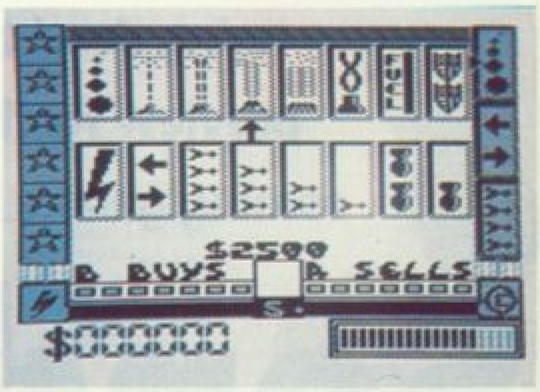
Argonaut Software has also programmed the racing-sim game of the movie, *Days of Thunder*, for Mindscape on the Gameboy and PC. See the exclusive playtest preview on pages 32-33...



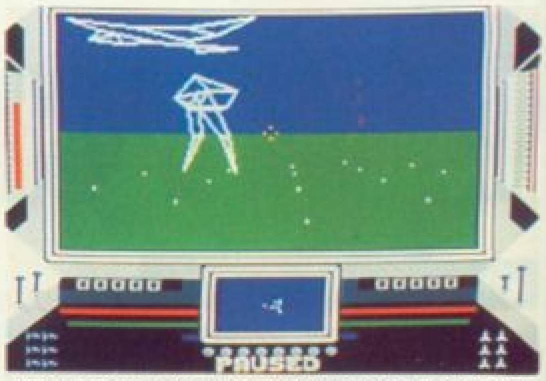




Moving through the maze at a maniac pace. This playable sub-game is superior to any other 3D maze game currently available on the Gameboy.



Quite a selection of weaponry... Energy Fireballs, Single Laser, Double Laser, Continuous Single Laser, Continuous Double Laser, Methon Gun (kills anything), Fuel, Shield, Doomsday Device, Direction Finder, Homing Missile (4, 3, 2 or 1) and Smart Bomb (2 or 1).



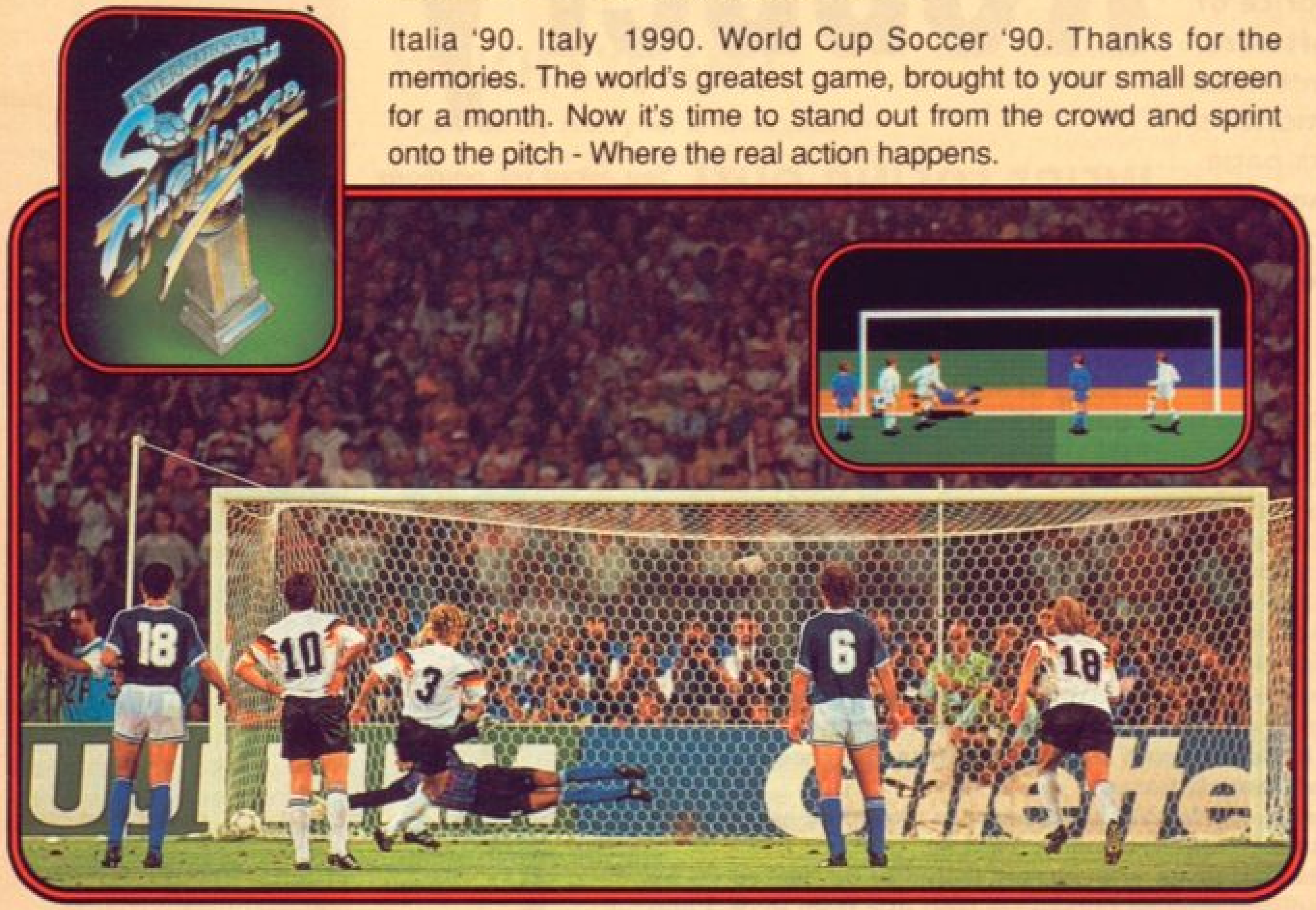
NES GLIDER: *Starglider* meets *Battlezone* and 3D *Defender* on the Nintendo Entertainment System. Spacecraft fly around the gamescape dropping eggs which hatch into birds, walkers and snakes – who slither around the surface spitting deadly venom. It's your job to protect the walkers from the birds who try to swoop down and take them away - whispers of *Defender*. Your hovertank weaponry includes energy cubes, lasers, homing missiles and smart bombs. Multiple pickups, warp gates and even better weapons provide extra excitement, and a split-screen head-to-head two-player option keeps the interest pumping. Strategy is slight as pure arcade adrenalin is apparently what NESters want in their games carts. *NES Glider* contains very fast 3D visuals running at a max of 30 frames per second (15 in-game). The graphics system is by Carl Graham, Peter Warnes did the 3D system and game, and Danny Emmett provided the shape design. Warnes worked on the ST and Amiga versions of *Starglider II* while Graham previously programmed *Mini-Office* on various formats. "We just want it to be fast moving and fun," states San.

MicroStyle

THE COMPETITION'S OVER AND HERE'S THE WINNER

Andreas Brehme scores the winner, World Cup Final, July 1990. MicroStyle introduce the winner, Autumn 1990.

Italia '90. Italy 1990. World Cup Soccer '90. Thanks for the memories. The world's greatest game, brought to your small screen for a month. Now it's time to stand out from the crowd and sprint onto the pitch - Where the real action happens.



Tackle hard for the ball, deep in your own half, and send an inch-perfect pass wide to the winger. As he takes on the full-back, you're sprinting down the middle, screaming for the return.

The ball swings across, high above the defence, as you stretch your legs to their limit. One bounce and you let fly with your boot as the goal looms before you, sending the ball fizzing towards the top corner...

International Soccer Challenge is viewed from the players' perspective at pitch level, giving you fast-flowing three-dimensional action that you control as you wish.

- Play in position as a goal-hungry striker, midfield general or unshakable defender, feeding off the passes of intelligent computer aided team-mates.

- Dictate the whole pattern of play, utilising teamwork to perfection by controlling all eleven men.

- Take charge of intricate set-piece moves from throw-ins, corners and free-kicks.

- Play in the World Cup Finals or as a member of the top sixteen Club sides from around the globe. International football as it is played for real.

- International Soccer Challenge. It will make Gascoigne weep with joy, get Marradonna excited, and have Hullit tearing his hair out.

AVAILABLE SOON FOR YOUR COMMODORE AMIGA, ATARI ST AND IBM PC COMPATIBLES FROM ALL GOOD SOFTWARE STORES.

INTERNATIONAL SOCCER CHALLENGE FROM MICROSTYLE - IT'S A WHOLE DIFFERENT BALL GAME !

Daylight Robbery

This month ACE readers complain bitterly about the price of software. Don't miss next month's Letters page, where the software houses fight back!

WE'RE LOSING OUT!

You asked for opinions on the current games scene and, if you'll bear with me, I think you'll agree we're all losing out.

At 29 years old I think it's about time I gave up playing games on my ST. Don't get me wrong, I don't think games-playing is a childish or pointless exercise, in fact I like a bit of strategy as much as anyone else.

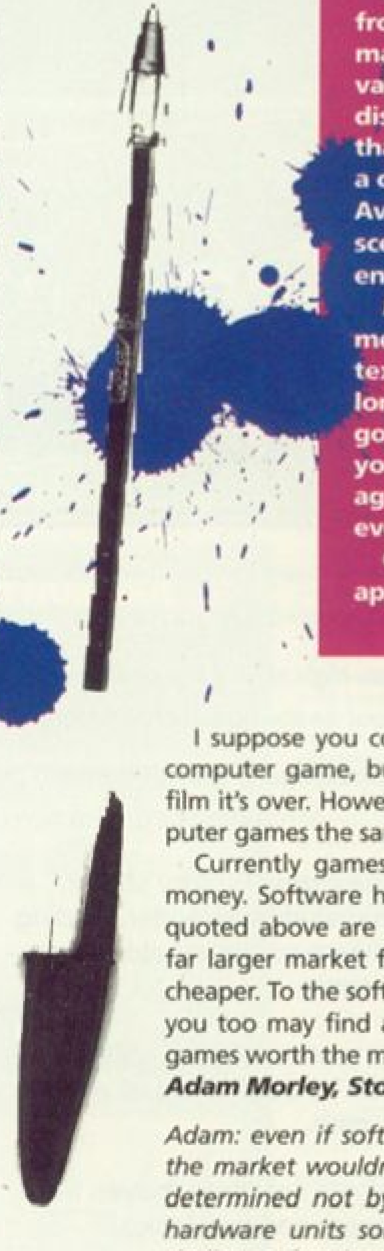
But that's exactly where my problems start...

I recently bought *Warhead,* as I am a keen science-fiction fan. Having spent £25, I at least expected a riveting game that would keep me glued to the screen for about a month. However, after 24 hours play I had finished it. I looked again at the instructions to see whether I had missed something, but the end animation sequence confirmed my worst fears. I had completed the game before the cheque paying for it had cleared.

I could go on about other games I've played where it seems I always lose – usually about £25 a time.

My dissatisfaction with games seems to be backed up by your Predicted Interest Curve. I've read ACE from issue 1 and have noticed that most games lose their appeal after a week or so. Surely any product that costs upwards of £25 should hold your interest longer than that?

J Vickers, South Norwood



DROP YOUR PRICES

Your average game costs between £20 and £25, with most of the better games costing around £30. Now then, what else could you do with £30 that might be classed as entertainment? For a start you could go to the local cinema about seven times (and films generally cost far more to make than your average game). You could hire 10, maybe even 15 videos, or actually buy three. You could buy seven LP's or 15 singles, or 3 CD's, or 8 paperbacks or 15-20 copies of ACE. You could purchase an RPG system or a couple of board games or you could go to see your local footie team at least five or six times should the mood take you.

I suppose you could say that you can keep playing a computer game, but once you've read a book or seen a film it's over. However, once you've completed most computer games the same is true.

Currently games software offers very poor value for money. Software houses might say that examples I have quoted above are not representative, because there is a far larger market for them all and so therefore they are cheaper. To the software houses I say drop your prices and you too may find a larger market or at least make your games worth the money you expect us to pay for them!

Adam Morley, Stonygate

Adam: even if software houses GAVE their games away, the market wouldn't get much larger, because its size is determined not by game price but by the number of hardware units sold. Growing the market is initially a challenge for the hardware manufacturers. One reason ACE supports the new CD technology is that we believe it WILL grow the market, because the sort of products available on the new systems will appeal to more members of the family and be more accessible to non-computerate people. That can only help the rest of us gamesters.

WE'RE WAITING!

Daniel Mather thinks *Wumpus Hunt* will be the top game of the future, along with *Whacky Waiters* and *Scott Adams* adventures. He's just one of the people who gave us a good laugh (and sometimes a good cry) with their letters this month. Next issue we will be running three pages of letters and we're dying to hear from you. Flashy types can fax us on 071 490 1094 and the snail delivers the mail to ACE Letters, Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU – and every month we give £25 of free software to the sender of the ACE Prize Letter.

RPG RIPOFFS

In Issue 34 of your excellent and intelligent magazine (an issue which I think is your best yet), I was interested to read the panel on page 84 called RPG Ripoffs in which you listed six criteria which define, in your eyes, the minimum criteria a game should meet to be termed an RPG.

The computer RPG world and its programmers should have the following words branded to their favourite body part: 'Stats (character attributes) do not a character make!'

At the moment the statistics in a computer RPG are just restrictions to what a player can and cannot do; they do nothing to define the character in the way they should. In table top role playing, the stats are just a beginning (most rule books make this point). Stats allow players a framework on which to build personality, a character.

It is personality that is missing from every computer RPG on the market at the moment. The only vague exception to this that I have discovered so far was *Ultima IV.* In that game you had to live your life in a certain way to attain the status of Avatar. However, this was more of a scenario restriction than an actual encouragement to role-play..

Hound of Shadow was one of the most interesting developments in text and graphic adventures for a long time, as far as computer RPG's go. Stats effected the information you received during the game, but again all this had little effect on the eventual outcome.

Computer RPG games need the application of personality. Acting on

this are the factors of race, social status, education etc. These factors can already be found in the stats of many computer RPGs, but is it too much to ask that they be applied more directly to forms of action other than (and including) how many combat rounds it takes to kill an orc? I hope not.

Later this year we have been promised that CD technology will come to the home-micro in earnest. It will be possible to create gameworlds which are larger and more complex that ten *Ultima VI*'s. THIS IS NOT AN ADVANCE! Surely the ability to process larger amounts of information should allow the programmers to create scenarios with a degree of flexibility that would allow the player to apply his/her own roleplaying skills to the portrayal of an actual character?

Iain Lowson, Peebles

We've had to edit your letter for length, Iain, but I hope we haven't diluted your important message – that sheer scale in a game is not enough. Yes, we do need more complex characterisation within games and – equally important – more flexibility within scenarios to support that characterisation. This applies to all non-arcade scenarios, not just RPGs. It's more work and expense for programmers and software houses, but the results are always worth it. If we put as much research into the software technology of character handling as we do into 3D graphics, we'd all feel the benefits.

CD RUBBISH

I think the Amiga CD-drive is a lot of rubbish. What a waste of money at £600 – the price is way too high. The way your magazine keeps on going on about it, it's sickening. You should spend more time on all the new computers and hardware such as the 16-bit Nintendo, FM-Towns, Archimedes etc etc. I hope your magazine bucks up its ideas.

Snardy Cadette, Walthamstow

1. The Amiga CD-TV offers full 1Meg Amiga capability, CD-ROM storage, infra-red remote control, AND new CD sound/data transfer technology for less than these items would cost if bought separately at current prices. I agree that it is expensive, but you're getting a lot for your money.

2. The FM Towns costs over £1500, which makes the CD-TV look positively underpriced. What's more, we have covered it several times. Indeed we were the first magazine to do so.

3. The Archimedes is not 'new..hardware'. It's been around for some time, remains a minority interest, and yes, we do occasionally cover products for it, despite the fact that fewer than 1% of our readers have access to the machine.

4. If you think that powerful games technology involving true video capability and massive storage is sickening, perhaps you should read Barbie Doll Monthly...and not Advanced Computer Entertainment.

CONSOLE CONFLICT

I find it irritating that when you buy a Sega 8-bit console you can only play the games that Sega see fit to release for that machine. The same for Nintendo. I firmly believe that Sega and Nintendo are secure enough in their conglomerate castles to start being a little more benevolent toward the people who put them there in the first place – you and me.

The fact is, a large number of people cannot afford to buy and run more than one console, If Sega and Nintendo were to come off their high horses and stop trying to monopolise the market, everyone would benefit.

G.Schofield, Feltham

Healthy competition between companies is all part of building up the market – something we should all support. However the point you raise is particularly important with regard to established console technology. Both Nintendo and Sega – but particularly Nintendo – operate a very selective policy towards software development. Not only that, but software developers have to pay very large sums of money to qualify – so quality is not the only criterion, which here at ACE we think is disgraceful. We therefore applaud a recent decision by Amstrad, reported in Computer Trade Weekly magazine, which states that in the event of their launching a console, they will not demand either exclusivity or heavy financial commitments from software houses, so as to encourage software development. Well done, Alan Sugar.

WHICH SYSTEM?

I have avidly read your articles concerning the developments of CD-I. They have intrigued me to such an extent that I am actually contemplating the purchase of such a system. Quite obviously a complete CD-I system is not something someone should just rush out and buy on the spur of the moment.

I am writing to ask you which system has the greatest potential for producing good software similar to the *Music Juke Box* or the *Guinness Book of Records* which you have already mentioned in previous issues. At the moment my primary choice seems to be an Amiga 500 upgraded to the new CD-TV which you previewed in your latest issue. Will this give me the graphics and sound capabilities of the PC CD-I? I also want to be able to run the conventional art and word processing packages available on the Amiga as well as games like *It Came From the Desert*.

Oliver Hough, Marlow

Your questions show some misunderstanding about CD-I. CD-I is a hardware standard which any manufacturer can follow to produce a unit capable of playing CD-I software. The first machines (probably from Philips and Sony) are due in September 1991. The system offers video, CD-quality sound, and computer animation. However the graphics processing power is not as good as the Amiga's. The latter is built into the CD-TV, due this Christmas, which will (in theory) run all Amiga software. You would, however, have to add a keyboard since the CD-TV only comes with a remote control panel as standard.

COMPILED CODE

I purchased *Op Wolf* for £9.99 a few weeks after its release and the same week I saw a catalogue offering *Op Wolf, Cabal,* and *Guerilla War* on a combination for £15.00. I don't mind paying full price for a game that I know will not be on a compilation in 2 months time but with the present system it's full price today and compilation tomorrow. Why can't the software houses have a code of practice so that once it's decided that a title goes on to a compilation, it's reduced in price, say, three months earlier as a single game?

RG Lewis, Pembroke

P.S.

A quick selection of snippets from this month's mail...

On the CD-TV

Yaaaaaaaaaaay Commodore!

Khalid Howlader, Redbridge

The CD-TV will probably destroy the prospects of any CD-I machines actually selling. Amiga owners should feel pretty smug...

G. Laird, Loughborough

ON CD-I

The only value in CD-I that I can see is full motion video. And that's it's biggest drawback – everyone will spend their time watching movies, not playing games.

C. Devonshire, Liverpool

ON CONSOLES

***Question:* will console software fall in price when we all buy Megadrives?**

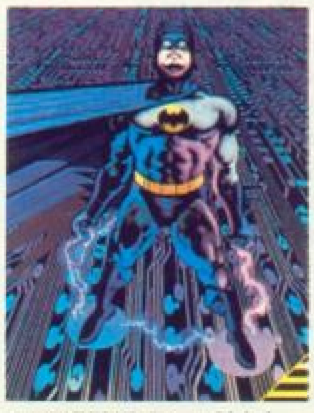
***Answer:* will octopusses dance ballet in my bedroom if I clear a space for them? Moral: Ask a silly question, win an ACE prize letter award?**

J. Fairweather, Bath

***Answer:* No...But we agree about the prices – when it comes to pounds and pence, what goes up must never come down.**

A-Z of ACE

ACE is three years old this issue, so let's replay the best moments from the first 36 issues of the ultimate games magazine...

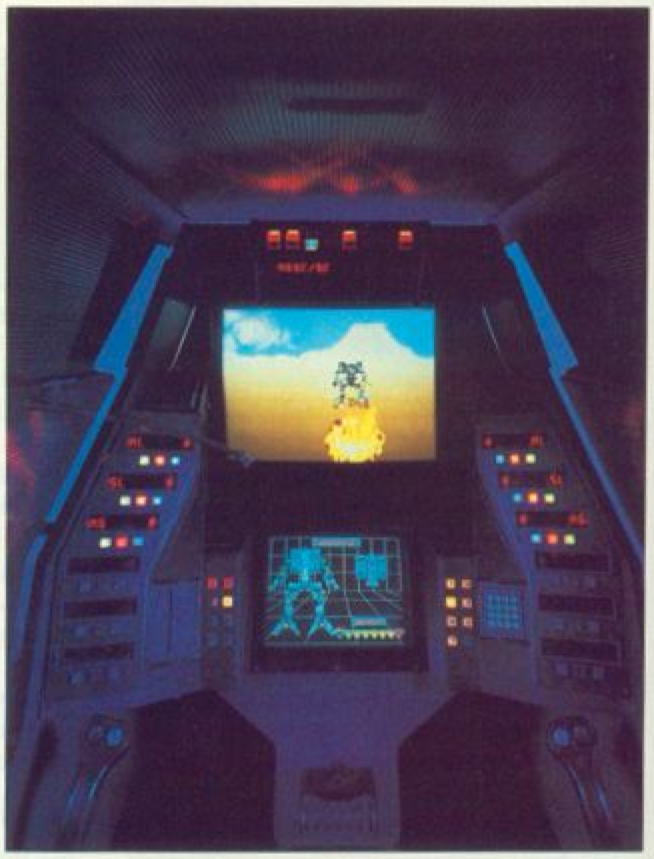


ACE EXCLUSIVE: ***Batman Digital Justice*** **hypercomic by cyber designer, Pepe Moreno.**

"'I'd like to thank our readers for being part of ACE, we promise the best will keep getting better."

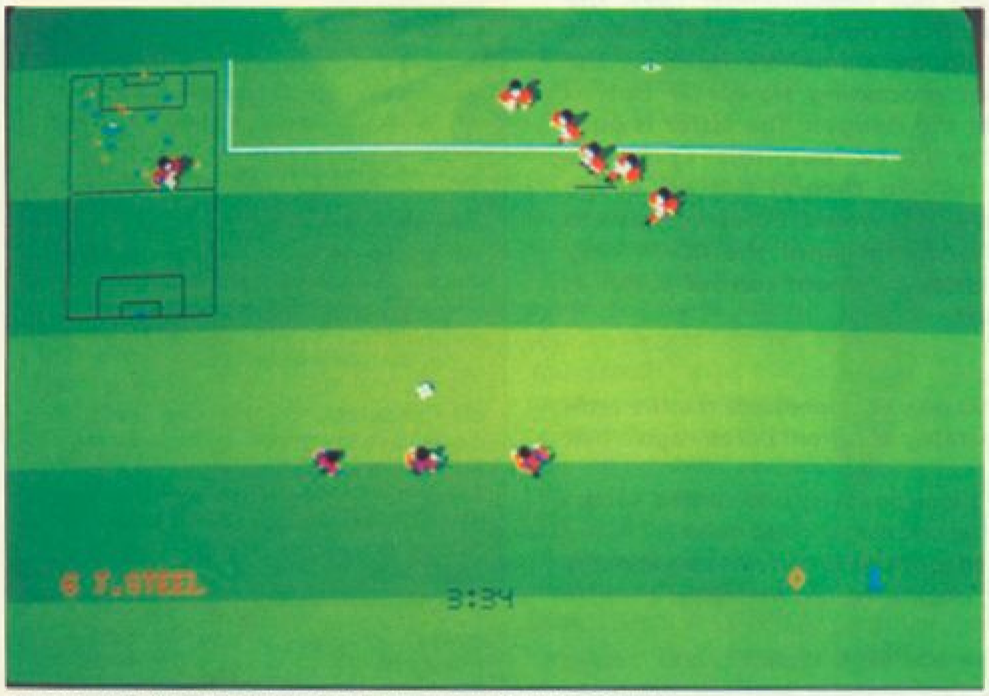
Garry Williams, publisher of ACE

- **ACE COMPETITIONS**, so far this year ACE readers have experienced the exclusive chance to win a 32-bit Fujitsu FM Towns CD-ROM computer, an SNK NEO-GEO console with games carts, a holiday for two to Hollywood and the set of *Back to the Future II*, and a trip to Texas and the party of a lifetime. And there are even bigger and better prizes on the horizon...
- **ACE CONFERENCES** give you the only opportunity to meet software houses and talk to them about their games. Lunch is supplied and admission is free to subscribers - who also receive priority allocation. ACE readers have already visited Domark, Activision and Mirrorsoft. [ACE34]
- **ASAT** (AVIONICS SITUATIONAL AWARENESS TRAINER), combat flight simulator for the US Air Force by Perceptronics. Uses *Falcon* software by Spectrum Holobyte/Mirrorsoft. Features include: networking for multi-player action, tactile feedback and fingertip weapon selection. [ACE14]
- **BATMAN DIGITAL JUSTICE** is the world's first interactive hypercomic by Pepe Moreno. "Digital is the art medium of the future." [ACE30]
- **BATTLETECH**, "the world's first complete computer simulation for play", featuring multi-player cockpits equipped with 40Mhz 16 million colour graphics processors, stereo spatial sound and lifelike controls as you command 31st century Mechs. [ACE28]
- **BIT BOPPER**, the world's first total audio-visual entertainment system by Technation. Alex Blok's cyberscratch bit-tripper packs twin 32-bit decks, Sony erasable optical disc and custom-made video samplers. [ACE19]
- **BUBBLE BOBBLE**, 958 ACE-Rated cute coin-op conversion from Firebird. [ACE1]
- **CARRIER COMMAND**, 927 ACE-Rated strategy arcade game by Realtime Games/Rainbird. The 'bearded bunch' are currently developing Amiga, ST and PC versions of *Battle Command* (Ocean) and *Duster* (Mirrorsoft) - plus *Vette* (Spectrum Holobyte) on the Sega Megadrive. [ACE9]
- **CD-I** (Compact Disc Interactive) is destined to become the entertainment and education medium of the 90's. [ACE9/21/22/24/32/33/35]



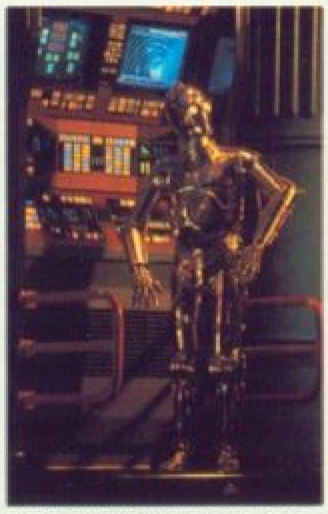
ACE EXCLUSIVE: ***Battletech*** **multi-player simulator, the most sophisticated sim system ever designed for games.**

- **CDTV**, Commodore's attempt to bring multi-media to the mass-market. An Amiga with built-in CD-ROM drive, redesigned to look like a VCR. Future issues of ACE will feature exclusive previews of forthcoming CDTV titles. [ACE34]
- **CES** show is the greatest games exhibition on earth. Held at Earls Court in London from 13-16 September 1990. Next month's ACE will contain extensive CES information.
- **COSMIC OSMO**, one of the best hypergames available - courtesy of Cyan Software/Activision. The new CD-ROM is exclusively featured in this issue (see pages 60-61). [ACE23/36]
- **DAMOCLES**, 935 ACE-Rated sci-fi space sim by Paul Woakes/Novagen. [ACE27]
- **DRILLER**, 956 ACE-Rated strategy arcade game by Incentive using an innovative solid 3D graphics system called Freescape. [ACE4]
- **DUNE**, the world's first hypergame creator by CRL. [ACE30]
- **DUNGEON MASTER**, 949 ACE-Rated fantasy role-playing game by FTL/Mirrorsoft. [ACE8]
- **EMAP**, ACE is part of the same company that brings you *Smash Hits*, *Q*, *Empire* and all the leading games magazines.
- **F-15 STRIKE EAGLE COIN-OP** by Microprose. State of the art 3D graphics technology generates 30 frames and 60000 polygons a second in a flight-sim arcade deck. [ACE14/32]
- **FLARE TECHNOLOGY**, trio of talented Cambridge-based games hardware engineers. Their custom-designed Flare One micro formed the basis of the Konix console. [ACE11]



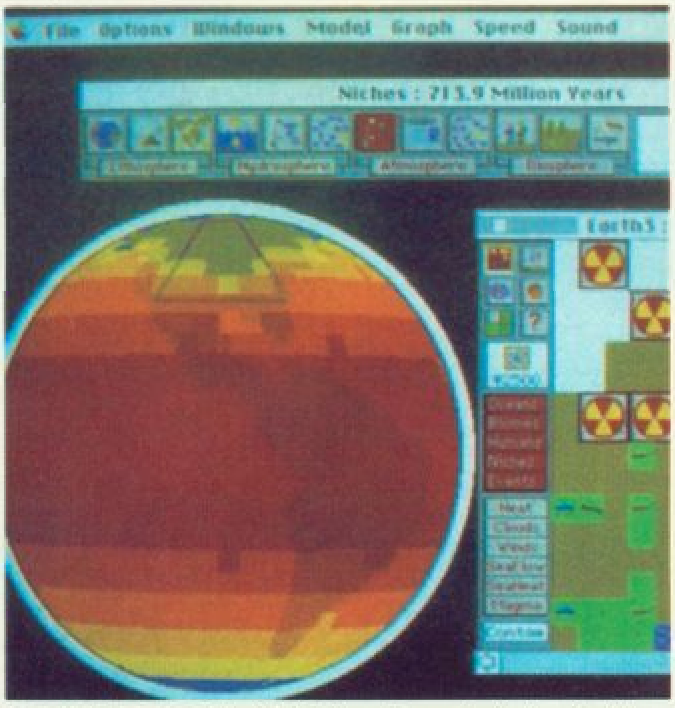
ACE EXCLUSIVE: ***Kick Off II*****, the best football-sim in the world, by Dino Dini/Anco.**

- **FUJITSU FM TOWNS**, a 32-bit 16 million colour computer with built-in CD-ROM drive. If you bought ACE 31 you could have won one! [ACE27]
- **GAMES**, ACE is the only magazine in the world to cover the latest computer, console and CD games in dedicated sections – every month.
- **HYPERGAMES** like *Cosmic Osmo* and *Batman Digital Justice* are paving the way for CD-I entertainment. [ACE24/30]
- **INMOS FLIGHT SIMULATOR**, the world's first multi-player Transputer game running at 23 frames per second on 11 Transputers. [ACE7]
- **INTEGRATED FLIGHT AND ENTERTAINMENT SERVICES SYSTEM**, Plessey's answer to boring plane journeys - video games displayed on the seat in front of you. [ACE25]
- **INTERACTIVE VIDEO TAPE**, an alternative to CD-I. [ACE26]



ACE EXCLUSIVE: Walt Disney's *Star Tours* theatre simulator featuring CP-30 and designed by ILM.

- **INTERFACE**, a special quarterly newsletter available free of charge to ACE subscribers.
- **JOYSTICKS**, fortunately ACE hasn't been desperate enough to write a joystick review in three years!
- **KICK OFF II**, 930 ACE-Rated, the world's best football-sim - courtesy of Dino Dini and Anco. Reviewed elsewhere in this issue. [ACE34]
- **KONIX CONSOLE**, a powerful British console with revolutionary built-in joystick controller which could change into a steering wheel, motorbike handle or aeroplane yoke. Ultimately failed due to a lack of marketing money. Rumours suggest a new buyer is interested. [ACE18/25]



ACE EXCLUSIVE: *Sim Earth* by Maxis Software/Ocean, play the planet in this global simulation of Earth, Mars, and beyond...

ACE: THE NEXT GENERATION

Here are the people who bring you the games and technology of tomorrow – today...

Steve Cooke, editor, combines long experience in the computer games industry with an even longer involvement in other entertainment media. With West End director Justin Greene he has kept audiences amused in theatres round the country and his first feature film script collaboration was commissioned and completed last year. Steve is uniquely placed to help ACE bridge the gap between computer games and the mass entertainment market that we'll all be entering during the '90s with the continuation of licensing and the advent of CD-I technologies.

Rik Haynes, deputy editor, is rapidly coming to be regarded as one of the UK's leading computer game journalists. He constantly keeps in touch with the latest games and technology developments around the world, and is a regular contributor to *CU, Computer Trade Weekly* and *Login* in Japan. Rik is also well known for his acute fashion sense and choice of shirts. He has a passion for sleazy nightclubs and everything that lies beyond the boundaries.

Jim Willis, design editor, uses his expert skills in design and desktop publishing systems to create the individual state of the art style of ACE. During his depraved student days at Reading University, Jim was a lightweight on the ales and a lover of moustachioed women.

David Upchurch, staff writer, is a new addition to the team. David brings an experienced gameplaying and programming perspective to the magazine – plus an in-depth knowledge of star-formation astrophysics.

Alex Ruranski, staff writer, the latest fACE to join the magazine. Alex is a trendy footballer, jogger, swimmer, cyclist, climber and classical guitarist – hopefully he'll also find time to inject his enthusiasm for games into the magazine.

- **LIGHTSPEED SPRITES**, three researchers from Carnegie Mellon University, USA have developed an algorithm enabling them to generate graphical simulations of objects seen travelling at 99% of the speed of light. [ACE34]
- **LIVING ROOM OF THE FUTURE** is the exhibit sponsored by ACE at the Earls Court CES Show on 13-16 September 1990. See CD-I for yourself, feel the future, plus much more. For full details read next month's issue of ACE.
- **MEDIA LAB**, Boston-based research institute with one simple brief - invent the future. People at this Massachusetts Institute of Technology (MIT) facility are working on computer generated holograms, interactive computer newspapers and virtual reality man-machine interfaces. [ACE9]
- **NEO-GEO**, a new home- and arcade-based games console from SNK in Japan, with storage capacity for 64Mb games cartridges and IC card capability. ACE gave you an exclusive chance to win one in issue 34. [ACE32/34]
- **OIDS**, 969 ACE-Rated 16-bit version of *Thrust* by FTL/Mirrorsoft. [ACE8]
- **POPULOUS**, 963 ACE-Rated inventively original arcade strategy game by Bullfrog/Electronic Arts. [ACE18/19]
- **QUEDEX**, 934 ACE-Rated arcade puzzle game by Thalamus. [ACE1]
- **RAMROD**, original game from Gremlin previewed in the first issue of ACE, but still not available. [ACE1/19]
- **RENDERMAN**, the unique 3D graphics system by Pixar which creates polygons with photorealistic detail. [ACE35]
- **SIM CITY**, 945 ACE-Rated urban simulator by Maxis Software/Infogrammes. See also *SIM EARTH* by Maxis Software/Ocean in ACE 35. [ACE24]
- **STARGLIDER II**, 927 ACE-Rated strategy sci-fi shoot'em-up by Argonaut Software/Rainbird. Jez San's team have used the Starglider software technology to produce a Gameboy version. See the exclusive playtest preview in this issue (page 12). [ACE13]
- **THEATRE SIMULATOR**, Walt Disney's hitech theme park ride come flight simulator based around the movie magic of *Star Wars*. Experience it for yourself at Disney's theme parks in California, Florida, Japan or Paris (in 1992). [ACE27]
- **TURBOEXPRESS**, currently the best colour handheld console - a portable version of the NEC PC Engine, fully compatible with existing games cartridges. [ACE35]
- **ULTIMA VI**, 950 ACE-Rated fantasy role-playing game from Origin/Mindscape. [ACE31/33]
- **VOOGs** (Voice-Operated Online Games) use voice recognition technology to allow spoken commands by the caller. The ACE Interactive News Line utilises similar voice-tech. Just dial 0898 555563. Calls cost 38p per minute peak, 25p per minute off-peak. [ACE11]
- **WARHEAD**, 920 ACE-Rated strategy sci-fi sim by Glyn Williams/Activision. [ACE33]
- **WINGLEADER**, the world's first cinematic 3D space combat simulator by Origin/Mindscape. Look out for the exclusive review of *Wingleader* in ACE38. [ACE35]
- **X-OUT**, 939 ACE-Rated superlative shoot'em-up by Rainbow Arts. [ACE29]
- **YANKEE** games, ACE has provided you with exclusive on-location reports on all the major American games companies - twice! Origin, Electronic Arts, FTL, Lucasfilm Games, Cinemaware and Spectrum Holobyte. [ACE9/31]
- **ZARCH**, 979 ACE-Rated shoot'em-up by David Braben using a completely new solid 3D viewpoint. Braben has just finished *Elite* on the Nintendo NES console and is currently working on 16-bit versions of *Elite II*. [ACE3]

ACE EXCLUSIVE: CD-I, the entertaiment and education medium of the 90's.

NOW'S YOUR CHANCE

We're looking for vital information about ACE readers. Your answers could win you £50 worth of free software for your machine and help us to bring you a better magazine...

ACE is going from strength to strength as we introduce new improvements to the magazine each month – but without you we wouldn't be going anywhere. Our main commitment is to provide our readers with exactly the magazine they're looking for. You can help us by completing this form and posting it (a photocopy would be fine) to **20 Questions, ACE, 30-32 Farringdon Lane, London, EC1R 3AU.**
And by way of saying thank you, we've got £50 worth of free software to hand out to each of the readers whose forms we pick at random from those received prior to September 9th 1990. So get your form in pronto!

1) Are you Male ☐ Female ☐

2) How old are you?

Under 12 ☐	21-25 ☐
12-16 ☐	26-30 ☐
17-18 ☐	Over 30 ☐
19-20 ☐	

3) Are you:
A student ☐ In full-time employment ☐
In part-time employment ☐ None of these ☐

4) Do you buy ACE:
Occasionally ☐ Often ☐ Every issue ☐

5) Which of the following computers, if any, do you own or are likely to buy within the next 12 months.

	Own (don't use much)	Own (use regularly)	Planning to buy
Amiga	☐	☐	☐
C 64	☐	☐	☐
Apple Mac	☐	☐	☐
Spectrum	☐	☐	☐
Amstrad CPC	☐	☐	☐
PC Compatible	☐	☐	☐
Nintendo 8-bit	☐	☐	☐
Gameboy	☐	☐	☐
Sega Master	☐	☐	☐
Sega Megadrive	☐	☐	☐
Atari ST	☐	☐	☐
Atari Lynx	☐	☐	☐
PC Engineo	☐	☐	☐
Other: (please specify)			
....	☐	☐	☐

6) Which of the following items do you own or are planning to buy?

	Own	Planning to buy
Modem	☐	☐
MIDI interface	☐	☐
Video camera	☐	☐
Audio CD player	☐	☐
Record deck	☐	☐
CD ROM drive	☐	☐
Video recorder	☐	☐

7) Which types of game interest you most?

None ☐	Very Interested	Reasonably Interested	Bored Stiff
Simulation games	☐	☐	☐
Arcade games	☐	☐	☐
Strategy games	☐	☐	☐
Adventure games	☐	☐	☐
War games	☐	☐	☐
Role playing games	☐	☐	☐
Graphics programs	☐	☐	☐
Music programs	☐	☐	☐

8) Do you buy usually buy your software from:
WH Smith ☐ Boots ☐ Menzies ☐
Local Computer Shop ☐ Woolworths ☐
Newsagents ☐ Mail Order ☐

9) How much money do you spend on software each month?
Under £15 ☐ £15-25 ☐ £25-35 ☐
More than £35 ☐ More than £50 ☐

10) How many other people have read or looked at this copy of ACE?
None ☐ 1 ☐ 2 ☐ 3 ☐ 4 ☐
More than 4 ☐

11) Which of these other computer magazines do you read?

	Never	Occasionally	Often
Computer and Video Games	☐	☐	☐
Zzap 64	☐	☐	☐
Commodore User	☐	☐	☐
Your Sinclair	☐	☐	☐
Crash	☐	☐	☐
The One	☐	☐	☐
Zero	☐	☐	☐
New Computer Express	☐	☐	☐
The Games Machine	☐	☐	☐
Amiga Format	☐	☐	☐
ST Format	☐	☐	☐
ST Action	☐	☐	☐
Amiga Action	☐	☐	☐

12) Rate the following articles/sections in this issue between 0 (not at all interesting) and 10 (very interesting)

News.. ☐
Letters.. ☐
Page 11... ☐
Texas competition (pp20/21)................ ☐
Russian feature (pp 23/26).................. ☐
Console feature (pp28-30)................... ☐
Days of Thunder feature (pp 32/33)..... ☐
Computer Screen Test (pp36-54).......... ☐
Console Screent Test (p 56-59)............ ☐
CD Screentest (pp 60/61).................... ☐
Updates (pp 63/64)............................. ☐
ACE Conference (pp 67/68)................. ☐
Coin-op holiday (pp 73/74).................. ☐
Tricks and Tactics (pp 87-90).............. ☐
Ultima VI Tips (pp79/80)..................... ☐
Adventures (pp 82/83)......................... ☐
Pink Pages (pp93-129)........................ ☐
ACE Charts/Stockmarket (pp100/101)..................................... ☐
Blitter End (p130)............................... ☐

13) With regard to the following subjects, would you like to see?

	More coverage	Less coverage	The same
Consoles	☐	☐	☐
Graphics software	☐	☐	☐
Music and MIDI	☐	☐	☐
Adventures	☐	☐	☐
New technology (not directly computer related, e.g. interactive video)	☐	☐	☐
News features	☐	☐	☐
Features on USA and other foreign software houses	☐	☐	☐
0898 News Hotline	☐	☐	☐
Tricks'n'Tactics	☐	☐	☐

14) How often do you visit the arcades?
Never ☐ Occasionally ☐ Often ☐

15) How interested are you in the following?

	Very	Reasonably	Yawn!
Film industry	☐	☐	☐
Books on computing	☐	☐	☐
Hardware technology	☐	☐	☐
Programming	☐	☐	☐
Overseas travel	☐	☐	☐
Puzzles	☐	☐	☐
ACE Conferences	☐	☐	☐
Television	☐	☐	☐
Consoles	☐	☐	☐

16) How interested are you in competitions that give you:

	Very	Reasonably	Yawn!
Free travel abroad	☐	☐	☐
Free software	☐	☐	☐
Free hardware	☐	☐	☐
Cash prizes	☐	☐	☐

17) What free gift would you most like to see on the front cover of ACE?

	Yes!	Maybe...	Yawn!
Free disk	☐	☐	☐
Free cassette	☐	☐	☐
Software vouchers	☐	☐	☐
Reference booklets	☐	☐	☐

My name and address:

____

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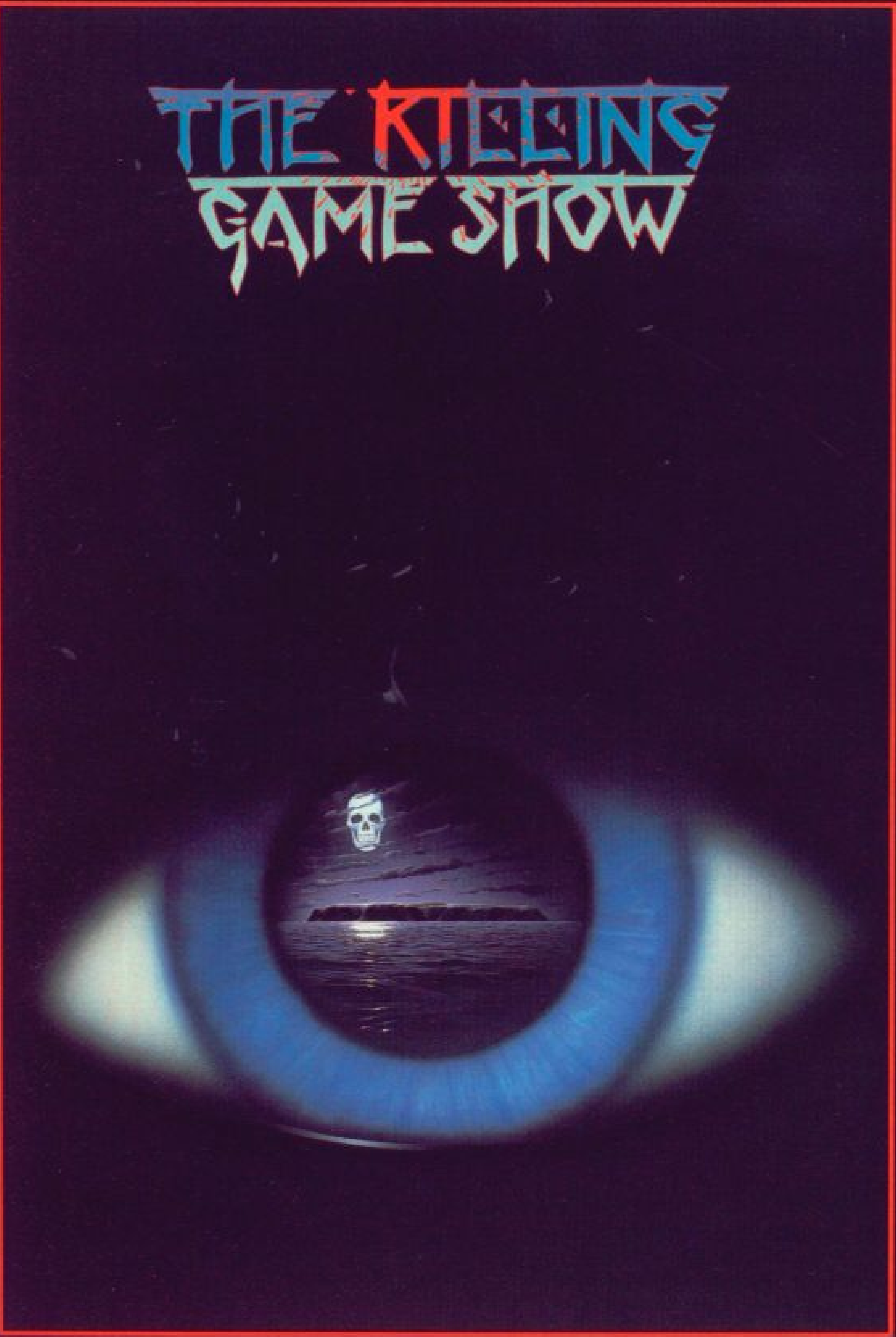
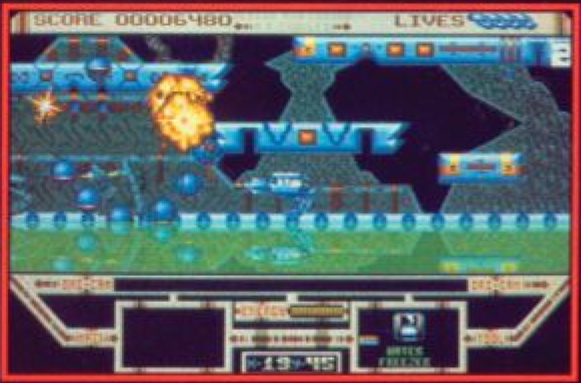
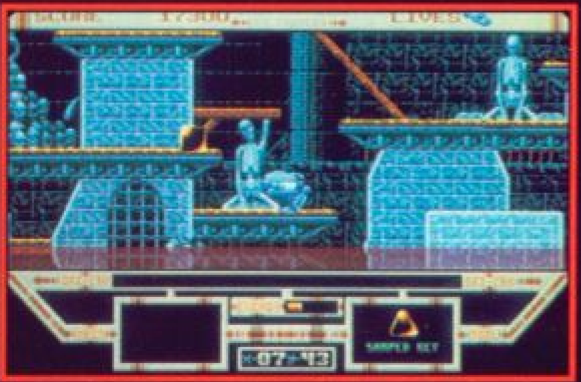
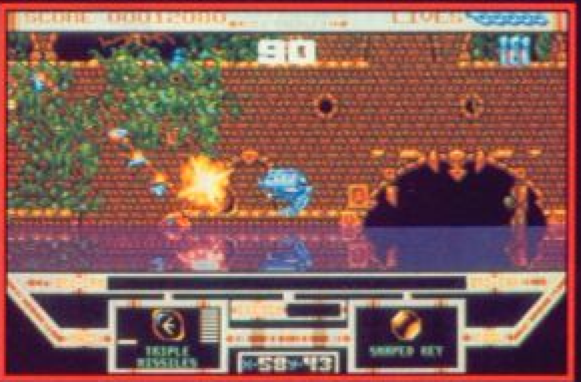
18) If I win, I would like my software prize to be compatible with the

.... computer.


THE KILLING GAME SHOW


SCORE 00006480
LIVES
WATER FREEZER
19 45


SCORE 17300
LIVES
SHAPED KEY
07 43


SCORE 00012000
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TRIPLE MISSILES
SHAPED KEY
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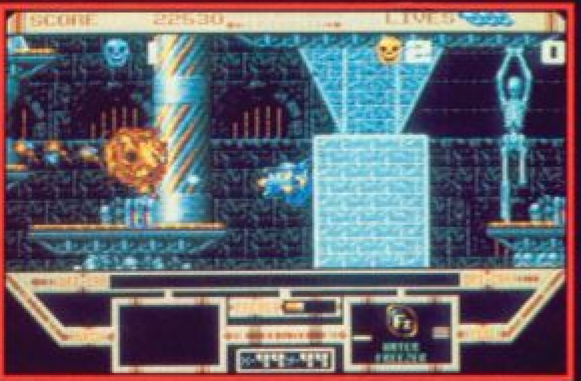

SCORE 22530
LIVES
WATER FREEZER

THE KILLING GAME SHOW . . .

. . . WILL HAVE YOU CLIMBING THE WALLS – IT'S THE ONLY WAY OUT!

Suited in limited-protection armour you're the unwilling contestant on THE KILLING GAME SHOW. In front of a TV audience of millions you must battle your way to the top of 16 Pits of Death infested with Hostile Artificial Life Forms specially created by THE KILLING GAME SHOW's manic scientists to give you a hard time.
But . . . don't forget the rising fluid or it's "next contestant time".
You must give the viewers their value for money — collect the awesome weapons and tools — if you can!

First prize is your life — Don't waste it!

Screen Shots from the Amiga version

SEEING IS BELIEVING

PSYGNOSIS
FREEPOST
LIVERPOOL L3 3AB
UNITED KINGDOM
Tel: 051-709 5755

VISA

PSYGNOSIS

The girls get to play too in the USSR – note the English screen messages (and isn't that game somewhat familiar?) and that computer with Russian writing on it looks suspiciously like a Japanese MSX model...

RED hot GAMES

Forget Raid Over Moscow...following the collapse of the Iron Curtain, and despite continued domestic hardship, Russian gamesters are getting their act together...

Perestroika, glasnost, comradespeak, world peace...All great ideas, but for the Russian gamester they're not exactly delivering a sudden flood of *R-Type* clones. In fact, they don't seem to be delivering much at all...

The backwardness of the USSR in the field of science, technology, and electronic gaming is striking. And yet there are more people working in science and technology in the country than in the USA, Japan, West Germany, Britain, and France put together. The proportion of GNP spent on scientific research is 3.7% as against 2.7% in the USA...and still, in both quality and the scale of technological application, the USSR lags behind the West.

In computing, that gap now amounts to seven to ten years, judging by the sophistication of the models now being produced by the USSR. The number of large and medium computers in the country is ten times less than the American figure, and the difference in numbers of home micros is measured in 1000s of times.

ENTER THE STATE

The biggest supplier of computers to the Soviet market is the State, which owns factories producing expensive and mostly poor quality computers. Production levels are very low, but there are plans for factories employing over 10,000 workers and a restructuring of present production is already in progress. There's an added complication, though: the organisations that need computers aren't always able to get them. That's not just a question of inability to pay for it – there are funds provided especially by the State, and other funds that each individual work-place has at its disposal. But where are the machines going to come from?

The fact is that the Academy of Sciences has calculated the USSR's demand for computers at around 28 million units – and that's just for personal and professional productivity. Games don't even enter the equation, and yet at present levels of production, the USSR will have to beaver away for over a century to answer that demand!

Computers can enter the country, of course, but only personal micros – the US has placed an embargo on the

"It's not that I don't like the aggressive games – it's just that mind games are my speciality."

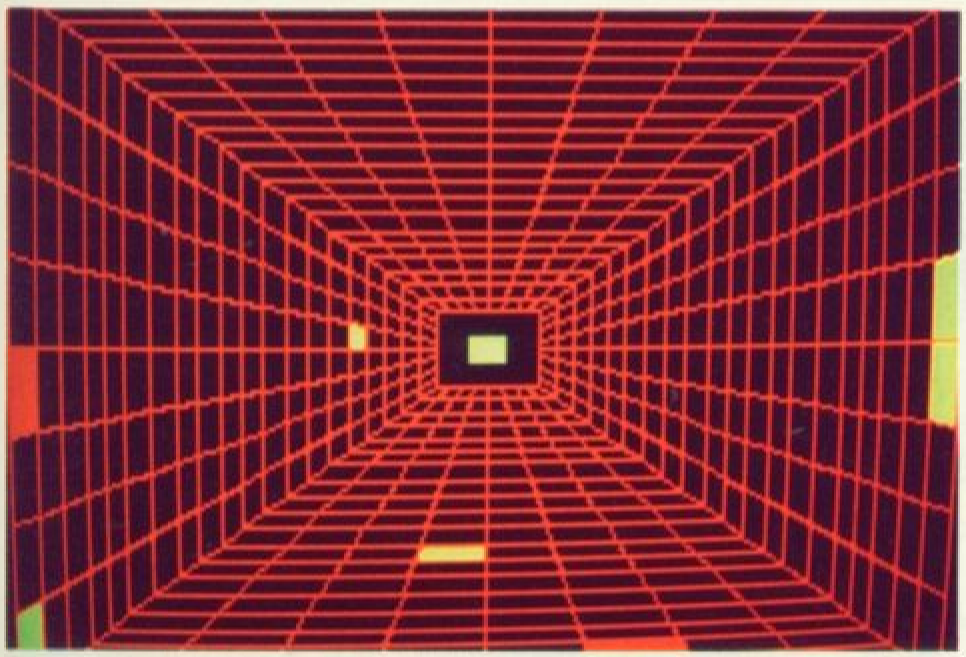
Alexei Pazhitnov, *Tetris* designer

HEAD FOR THE COMMISSION SHOP

The purchasing power of the rouble in 1990 is a funny thing: modest sums buy nothing, but absurdly large amounts buy anything. This is thanks to the black economy – Russians call it the "shadow economy", and it has much sharper teeth than our shadow cabinet. While Soviet economists in suits give interviews on "Newsnight", pondering the path to an ordered market system, the shadow economy gets on with the job. An example of its workings: a Russian visits the West; he wants a Panasonic TV, but he doesn't buy one – instead he buys a video camera, takes it home, sells it for 15,000 roubles and buys two Panasonic TVs.

That's shady: take a step into the light and you get to the so called Commission shops, which are like second-hand shops, but with more latitude for bartering. Here you will find foreign games computers – Commodore 64, Amiga, and most frequently Atari – for about 3,000 roubles. Soviet models cost four or five times less: a cheap and popular option is to buy the computer in pieces and assemble it yourself.

These are silly prices on any reckoning. Soviet home computing is afflicted by the Catch 22 situation that pervades the whole Soviet economy: in a seller's market there's no incentive to provide the middle range products that people need, but which don't offer the profit margins that video cameras and CD players do – witness the Polish tourist scam described elsewhere. The shadow economy goes a certain way, but the men in suits are going to have to get something worked out, and the sooner the better.



Cubix: Another Russian puzzle game, programmed by Dmitri Pavlovsky for Andromeda. The game was originally programmed in 1988 (in just two days!). It's a pleasingly simple scenario: lights emerge from the centre of the screen and climb up the sides of what looks like a square well. When they reach the rim of the well they stop. Your job is to rotate the rim and to form rows of the same colour. Once you've done this, that row disappears. The more coloured lights in the row, the bigger the score. You also have to avoid two different colours landing on top of one another, as this costs you a life. When this has happened a certain number of times (depending on the level) it's game over.

Dmitri has also produced another *Cubix* variant, called *Robex*, where instead of losing lives, the rim gets steadily closer to the bottom of the well (similar to the way in which *Tetris* tiles climb towards the top of the screen).

STREET CRED

Russian teenage street life revolves more around juke boxes than video games: the sixteen year-olds play it cool to the accompaniment of Abba, in snack bars with strange tasting coffee, curious looking cakes, maybe cognac if you are in the right place at the right time with a wad of roubles in your pocket.

Games addicts have to make do with a corner in the local GUM or TSUM, the obligatory state department stores that grace every city centre, where privately-run co-operatives rent a space and install games that offer two minutes play for 15 kopecks: with the exchange rate for tourists at 10 to 1, that probably makes Moscow worth a visit for British addicts – if they can put up with games that are two or three years out of date.

The games come in from Japan, the US, and Europe: the co-operatives can reprogram them to communicate with the user in Russian and copyright is no problem – the Bolsheviks never bothered with such Bourgeois niceties as international copyright agreements.

export of mini- and super-computers to the country. Nevertheless, your imported PC (even your imported Spectrum) is playing an ever increasing role in the USSR. These machines are brought in in different ways – the main one is purchase by the State, i.e. by ministries and sub-divisions thereof. Such deals are on a grand scale: there was a deal with Siemens in West Germany last year for the delivery of 300,000 IBM PC XT clones.

PAY PROBLEMS

But even supposing someone offered you a Spectrum in Red Square, how would you pay for it? Here the question of the value of the local currency, the rouble, rears its ugly head. The official conversion rate is 1:1, so 300 roubles should buy you an Amiga. The real state of affairs is totally different: you'd probably need nearer 1600 roubles to buy £300 of foreign currency to pay for the machine.

But that's assuming you could find one. Shortage of supply drives up the prices, so that within the USSR computers fetch fairy-tale figures: a computer costing £1000 in the UK can often be sold for 40000 roubles. We're now looking at an Amiga costing a small fortune, though you might be lucky and pick up one in a Commission shop (see panel) for less...

Greater freedom of travel has meant that personal imports have shot up in the last 2 years. Since the summer of 1989, however, new duties have been slapped onto micros brought in by individuals. Even a modest Spectrum could cost you 5000 roubles straight off in duty.

TV TROUBLES

But even suppose you manage to get your Spectrum or Amiga – what are you going to display it on?

One thing you need for a games society to grow are colour TVs – and these are hard to find in the USSR at the moment. Before perestroika they were available, though not always where they were wanted (our correspondent once lugged a whacking great set from Voronezh, which has a reputable TV factory, to friends in Moscow, since the sets weren't making it to the capital).

Since then things have got worse: prices for colour TV's have stayed low, but with the disappearance of a range of other goods, the demand for them has doubled. If you can't get a washing machine, why not a TV for the kitchen instead? The situation is exacerbated by the Polish problem – a Pole can now hop into his car and drive to West Berlin without restrictions, and it's just as easy for him to go the other way, to the USSR.

Polish visitors have been streaming into the USSR with high-tech, high-quality products bought in Germany – video cameras, compact disk players, jeans, knitwear, 55 million roubles worth of goods in January and February alone. They sell them at a handsome profit and buy medium-tech, medium quality products to take back: household electrics, sugar (!), cotton sheets, and – most of all – colour TVs.

It is illegal to take TVs out of the USSR: Soviet customs impounded 6000 of the latest models on the Polish border in the first three months of the year. Heaven knows how many went undetected. The official queue in the areas visited by the Poles for the latest Soviet colour TV, the Elektron, is up to 10 years! There are suggestions in the Soviet press that the police might think about asking employees in the local ZUMs and TSUMs just how the visitors got hold of them...

PAZHITNOV CALLING

Despite the depressing technological outlook, at street level, the games world is buzzing. Deep in the heart of Moscow, meet Alexis Pazhitnov, developer of Tetris, who has now seen four million copies of his game out on Nintendo. He's at home and deep in discussions with the Japanese, who are about to release yet another Nintendo Pazhitnov title: *Night Moves*.

'The Nintendo isn't a particularly powerful system,' he admitted, 'but it's a good one for me. My speciality is mind games – I don't need great graphics and sound.'

You can check out one Alexei's other games – *Wiris* – in this article. It follows a similar vein to *Tetris* – a criticism levelled at Pazhitnov's works, which have all had a very 'samey' feel about them – but he's not dismayed. 'I specialise in these games. Remember I only design the games (they're programmed by his colleagues) and I don't have

> *"The Eastern European games industry is coming of age..."*
>
> **Robert Stein, Andromeda**

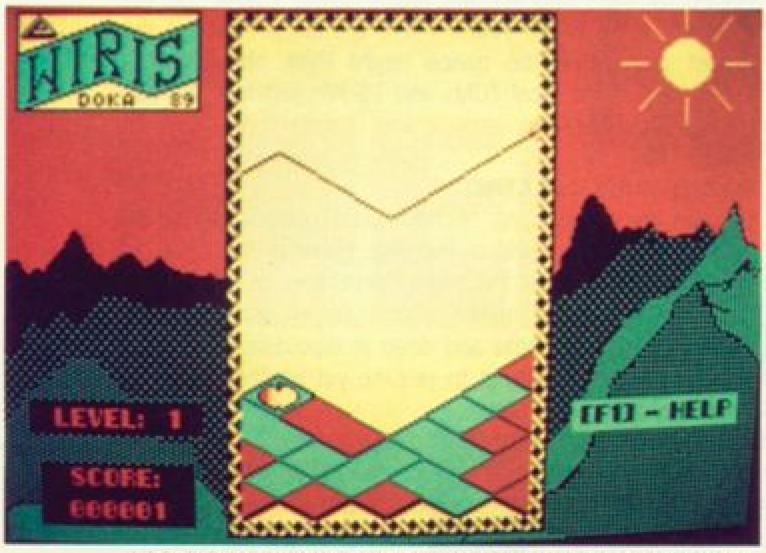
Chess and computers naturally go well together in Russia – this program is used in specialised chess schools and contest training

any desire to try my hand at other games, I don't want to say that I hate the aggressive type of game, but it's just that mind games are my forte...'. And no-one who's played *Tetris* is likely to argue with that!

Alexei does a lot of his work from home, where he has a 286 PC AT clone. Currency problems are obviously a problem even for a man who's sold more games than hot samovars. 'Piracy, for example,' he says, 'is a big problem here in the USSR. No-one has the currency to buy the foreign games, so what they can't buy they copy. Even my own games don't get proper distribution.'

WIRIS

Undeterred, Alexei carries on producing new titles. Take *Wiris*, for example. Unmistakeably Pajitnov, this game is more reminiscent of his Russian classic than the official *Tetris 2, Welltris* (reviewed this issue). The idea is that you have to bend and twist a wire as it falls down the screen, so that it interlocks perfectly with the jagged line at the base of the playing area. If you don't connect the wire and line perfectly then a large chunk of the screen becomes inaccessible, therefore giving you less time to manipulate the next wire.

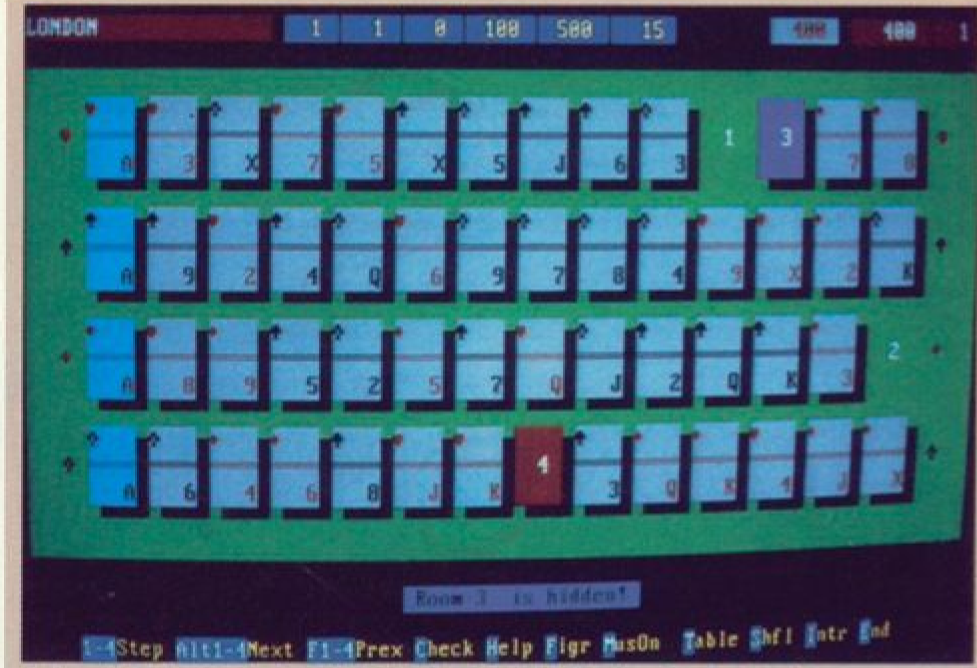


***Wiris*, designed by Alexei Pazhitnov, who has no intention of changing his game style in favour of 'more aggressive' titles. Good for you, Alexei...**

If you think it sounds tough so far, then you're right – it's the hardest out of the 3 games written by Pajitnov to get into by a long way.... but once you're familiar with the awkward controls it suddenly becomes extremely easy – by our third go we were able to get onto the eighth level (out of nine!!). On the other hand, bending the wire to match the landscape takes longer, and is more awkward than rotating a geometric shape, therefore a correct match really makes you feel you've achieved something. *Wiris* isn't the strongest game in the *Tetris* series, but it's still a lot of fun if you're addicted to puzzle games. Andromeda Software in the UK say that it will be available on all popular computers, consoles, coin-ops and possible LCD hand-held like the Gameboy. The license details, however, have yet to be sorted out...

There's no doubt that the Russian games industry is going to be a large, active one. There's enormous interest in science and computing in Russian society and Tetris has shown that games programming is one way in which talented individuals can bring in valuable foreign currency. Robert Stein of Andromeda sums it all up – having acted for nearly ten years as an agent for East European software, he says 'The days of the middleman are over. I don't see a role for myself as a go-between any more. The Eastern games industry is becoming a force in its own right.'

Next time you're in Moscow and there's a knock on the door in the middle of the night, it's not going to be the KGB, it'll be Pavlov with a beta-test copy of *Raid Over New York!*


LONDON
1 1 0 100 500 15
Room 3 is hidden!
1-4Step Alt1-4Next F1-4Prex Check Help Figr MusOn Table Shfl Intr End

Andromeda have just produced an addictive little number called *Napoleon* – based on the old 'Patience' card game, with some neat twists and challenging puzzle-play...They're unlikely to publish it themselves, so keep an eye open for a licensed version in the near future

THE BIRTH OF *TETRIS*

There's a small office in North London which has, over the last eight years, single handedly developed the great games relationship between East and West, culminating in *Tetris* and the Red Game Revolution. It's the office of Andromeda Software, a company founded by the present owner, Robert Stein.

'It's a funny thing, you know' he said, 'all this talk recently about Commodore releasing a cartridge-based 64. Because that's how it all started...'

'In the early eighties I had a small company called Futuretronic dealing in chess computers. I'd seen that ordinary salesman simply couldn't sell chess computers because they didn't know what they were talking about, so I started Futuretronic and was the first to develop 'shops within a shops', taking space in House of Fraser stores (including Harrods) to sell the machines.'

'I soon realised I couldn't survive selling chess computers on their own, so I persuaded Commodore to let me have some Vic 20s. Then they came along and told me about the Commodore 64. By this time, I'd realised that the more software you had, the more computers you sold. So I said to Commodore, what about software?'

'Software??' they replied! They didn't have ANY!' (Things obviously haven't changed much with the hardware companies).

As a result, Robert found himself *in Hungary with chess expert David Levy, running* a competition for programmers. 'I became famous overnight,' he recalls – they received no less than 5000 entries and had to spend days evaluating them. In the end, they selected just 30 for commission, planning to release them on cartridge for the C64 because the machine, believe it or not, was originally going to be cartridge based.

Then Commodore decided on tape storage instead and, to add insult to injury, abandoned all except two of the thirty games. 'So I was left with 28 titles to sell...and Andromeda was born...'

In fact, Robert has as good a claim as anybody for claiming the position as the founding father of modern British software houses. He's personally financed over 70 software titles, many of which have been licensed to major UK companies. *Eureka*, Domark's first game, was an Andromeda license – as were several of Mirrorsoft's early titles. And Robert was the driving force behind many historic encounters... such as the meeting he called with John Baxter of Commodore when they presented Commodore 64 Serial Number 002 to 50 programmers to build support for the machine, or the time he got together with Jack Tramiel (then running Commodore) on a boat in the middle of Lake Michigan to plan support for the Commodore 64...on cartridge.

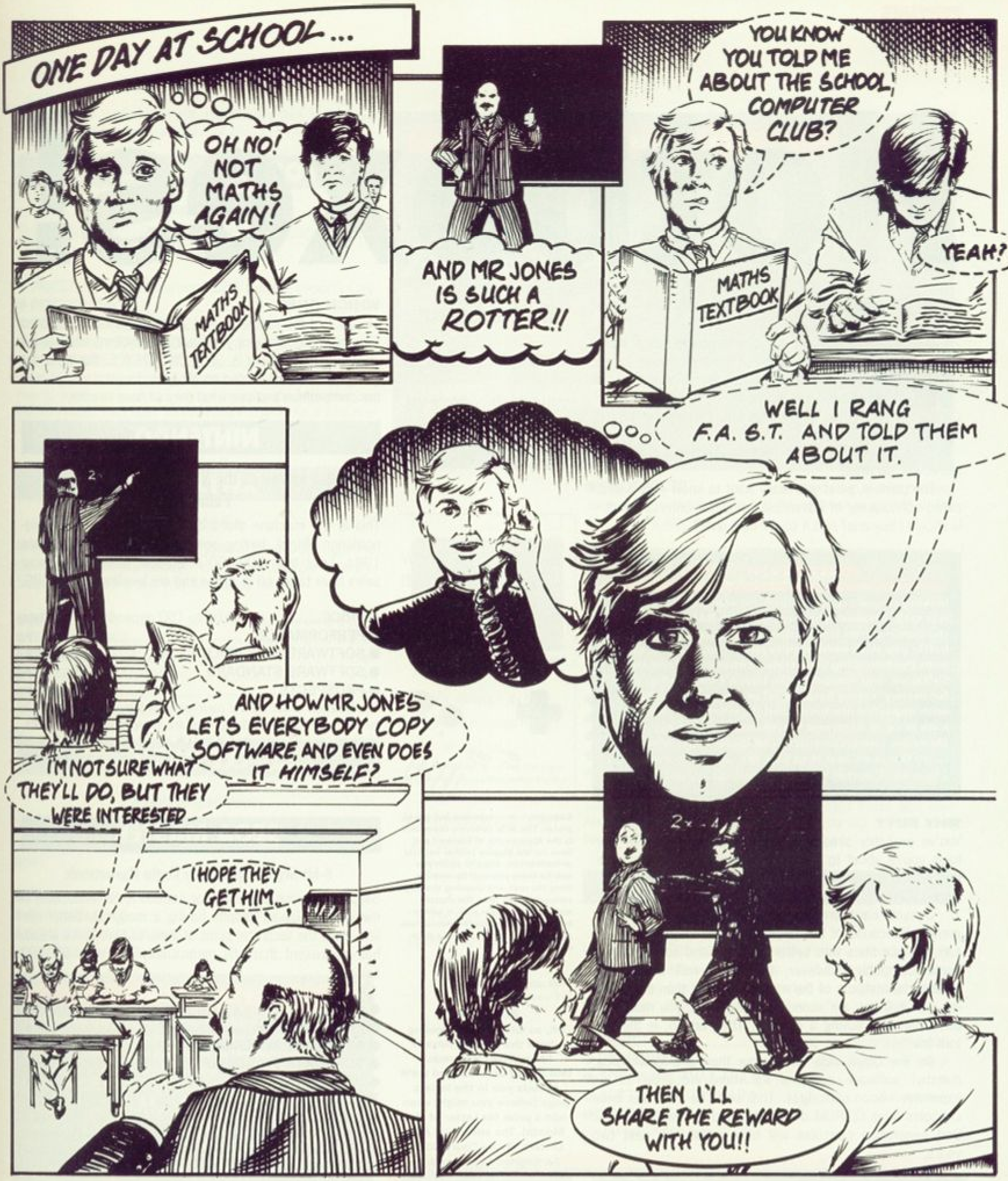
'Yes, the world is coming full circle,' he sighs...

TETRIS SIGHTED

When Robert first saw Tetris, 'I couldn't sleep that night, I was so excited' he remembers, 'And I'm no gameplayer. If it got ME that excited, I KNEW it was big...' But others weren't so sure.

Astonishingly, you could probably make a list as long as your arm of softcos who turned down the Russian game. Robert even offered it to Borland, the American business software house, who wanted to use it as a promotional aid! 'I bet Borland's Philippe Kahn still has it on his PC,' chuckled Robert.

But Stein isn't so optimistic about the future of games. As far as *Tetris* is concerned, legal wrangles prevented him making his fortune, and he believes that the real future is in CD-ROM. He's started a new company, Tudorg, in Hungary to pioneer CD-ROM development. If he's as influential in that market as he's been in the cassette and disk market, us CD fans have a lot to look forward to...


ONE DAY AT SCHOOL...
OH NO! NOT MATHS AGAIN!
MATHS TEXTBOOK
AND MR JONES IS SUCH A ROTTER!!
YOU KNOW YOU TOLD ME ABOUT THE SCHOOL COMPUTER CLUB?
YEAH?
MATHS TEXTBOOK
WELL I RANG F.A.S.T. AND TOLD THEM ABOUT IT.
AND HOW MR JONES LETS EVERYBODY COPY SOFTWARE, AND EVEN DOES IT HIMSELF?
I'M NOT SURE WHAT THEY'LL DO, BUT THEY WERE INTERESTED
I HOPE THEY GET HIM
THEN I'LL SHARE THE REWARD WITH YOU!!

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Hotboxes!

Three things you may – or may not – know about consoles.

Downtown Tokyo was brought to a standstill by the queues of punters trying to get hold of the latest PC Engine hit on the day of its release. OK, so what?

Super Mario Bros has sold almost 18 million copies. OK, so what?

Thee are over 25 million Nintendo systems in America alone. OK, so what?

The point is, what you really want to know – as a dedicated connoisseur of Advanced Computer Entertainment – is should I buy one? And if so, WHICH one??

THE RATINGS

Making console specifications meaningful is a pointless task, because whatever the CPU, RAM etc, most of the punch comes from custom chips. So rather than baffle you with meaningless jargon we're come up with the following vital classifications: Performance, Software, and Prospects. We haven't included a 'value for money' rating because (a) prices vary, especially with imported machines, and (b) what constitutes a high price to Algernon Smyth-Hopkinson in his Mercedes (we know you're out there, Algy) is not quite the same as it is to you, me, and little Jim on 25p a week pocket money. All ratings are out of 5.

WHY BUY?

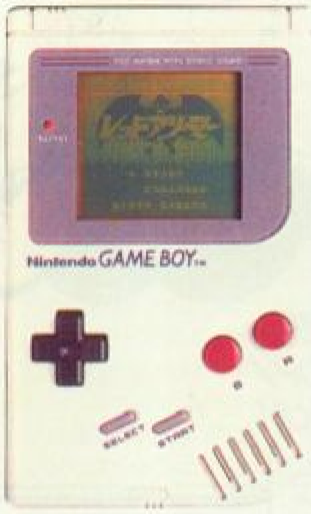
You've probably already invested in a computer. Or perhaps you're about to get a 16-bit machine. Good choice. But now the bad news. You need a console AS WELL. Here's why...

Console hardware has been specifically designed for games. Bbecause of this dedication, games programmers can produce titles with better graphics and sound. With a home computer, however, they may well be fighting against the instincts of the machine, rather than co-operating with it. If you are serious about games, you must seriously consider buying a console. That, amigo, is the bottom line.

On the down side (of course there's a down side, dummy) software costs a lot more because its on expensive silicon cartridges. This won't be the case once consoles have CD-ROM drives attached to them, which all 2nd generation consoles will have within the next two years.

The Megadrive: coming soon in the UK and our tip for console watchers

We're sticking our neck out...and telling you which console we think is IT!



Gameboy – monochrome but going places. The only common drawback is the appearance of blanked out lines on the display (either vertical or horizontal). Experts claim you can fix them yourself by dismantling the unit and cleaning the edge connector that links the display matrix to the main unit. It works – but isn't advised for the non-technically minded and could void your warranty.

BITE BACK

OK, so what's YOUR feeling about the console future? Megadrive? Nintendo? IBM??? Let us know and we'll include you in the letters page (where you might even win a prize for Letter of the Month). The address is ACE Letters, Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU.

COMMODORE CONSOLE?

Commodore are now almost certainly about to produce a C64 console running cartridge software. This would be a head-to-head against the Amstrad offering (see panel) but neither of the machines is likely to excite the ACE reader. We do, however, have a soft spot for several old C64 titles, but whether they'll be the ones we're offered on cartridge is uncertain.

WHICH ONE?

The fact of the matter is that as a seeker after Advanced Console Entertainment you have no problems whatsoever. That's because there is ONLY ONE CHOICE. But we're not going to open the sealed envelope quite yet. Let's go over the competition and see what they all have to offer.

NINTENDO

(also known as the NES, Nintendo 8-bit, or Famicom)

This is the machine that's cause all the fuss. It's a phenomenon alright, having sold over 35 million units since 1984. Less than 500,000 in Europe, however, and now sales have tailed off in Japan and are levelling off in the US.

- **PRICE** ....£100 to 150 depending on package
- **PERFORMANCE** ....★
- **SOFTWARE AVAILABILITY** ....★★★★★
- **SOFTWARE STANDARD** ....★★
- **PROSPECTS** ....★★

The Nintendo is not a great performer but there's a lot of safety in numbers, and some of the games are exceptionally playable. Not, however, as well supported in the UK as the Sega machine and, as an ACE reader, appealing if you're buying for a younger human being only.

SEGA MASTER

8-bit Sega supported by Virgin Mastertronic

Sega has always come a poor second to Nintendo, both in the US and Japan, despite having a marginally better system from the technical point of view. In Europe it's ahead, but at present that still means only just over 500,000 sales.

- **PRICE** ....From £80 to £130 depending on package
- **PERFORMANCE** ....★★
- **SOFTWARE AVAILABILITY** ....★★★★★
- **SOFTWARE STANDARD** ....★★
- **PROSPECTS** ....★★

There'll always be a good supply of Sega's own arcade hits for the Master, but be aware that on a global scale, Sega are making a bigger investment in their MegaDrive system – almost the opposite of Virgin's policy in this territory. Best for younger players or those strapped for cash...

ATARI 2600/7800 SYSTEM

8-bit machines with long history

The 2600 sold by the bucket load in the early '80's. The 7800 was a fine machine that could've competed with Sega and Nintendo.

- **PRICE** 2600: £40; 7800: £70
- **PERFORMANCE** ....★
- **SOFTWARE AVAILABILITY** ....★★
- **SOFTWARE STANDARD** ....★★
- **PROSPECTS** ....★

The only reason to buy is that both machines are likely to be heavily discounted. Not a serious contender for Advanced Entertainment.

NINTENDO GAMEBOY

Monochrome LCD handheld

To be launched officially in Europe later this year. Watch out for it at the London CES show in September.

- **PRICE** Expected to be around £70. Current imports vary
- **PERFORMANCE** .... ★
- **SOFTWARE AVAILABILITY** .... ★★
- **SOFTWARE STANDARD** .... ★★
- **PROSPECTS** .... ★★★

Compact with adequate battery life. Although the display is poor the majority of the games are fun to play, including the best video pinball title to date. High sales abroad ensure support for a long time to come. Not software compatible with other Nintendo systems.

ATARI LYNX

Colour portability

At £180 odd, the Lynx is fab, state-of-the-art etc...but the battery life is barely enough to last a long car journey. Software is middling and very limited so far.

- **PRICE** .... Varies: usually around £180
- **PERFORMANCE** .... ★★★★
- **SOFTWARE AVAILABILITY** .... ★
- **SOFTWARE STANDARD** .... ★★
- **PROSPECTS** .... ★★

Currently recommended for posing only.

NEC TURBO EXPRESS

Portable Engine Power

Not yet available in the UK and currently experiencing sales difficulties in the US, despite attraction of the add-on TV tuner.

- **PRICE** .... N/A
- **PERFORMANCE** .... ★★★★★
- **SOFTWARE AVAILABILITY** .... ★★★
- **SOFTWARE STANDARD** .... ★★★★
- **PROSPECTS** .... Anybody's guess at present

Total colour portable power and the software to go with it. But where are the machines??

GAMEBABIES?

Inspired by the success of the Gameboy, Far Eastern manufacturers are racing to produce cheap portables with very similar specifications to the Nintendo machine (though, unfortunately, no software compatibility). We've got our hands on one that offers several cartridges (including *Baseball* and *Tennis*) and may well be in the shops by the Autumn at around £50. Whether the saving in cash is worth the lower software profile compared to the Gameboy is debatable.

GAMATE
BALL STORM

The first of a batch of Gamebabies. Prices for monochrome portables are going to be going down, down, down...but only the big boys will be able to offer convincing software support

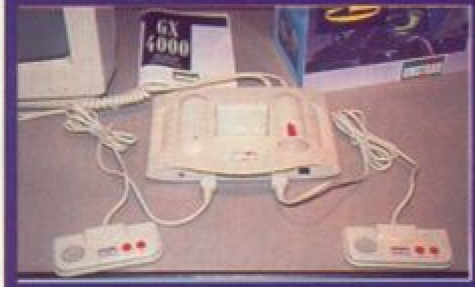
ALTERED BEASTS

Both Commodore and Amstrad are rumoured to be bringing out consoles based on their existing 8-bit micros this year.

In the case of Amstrad, we can confirm the rumour (see the photo in this panel) – the machine was launched under embargo to journalists in July and you'll be getting full details in the next issue of ACE). For now, we're allowed to tell you that it runs all suitable CPC software (with some minor modifications for cartridge loading etc) and has an extended graphics capability to make it easier to program.

David Ward of Ocean was at the launch of the machine and announced the forthcoming conversion of most Ocean mega-hits. Other software companies will doubtless follow suit.

Commodore's long awaited C64 console seems a likely release later this year – somewhat ironic as the C64 was itself originally intended to be a cartridge machine!



You saw it here first. The Amstrad CPC Console. Full str.ry and analysis of its prospects next month...

What they said about the Sega Megadrive...

> *"Nice machine indeed!"*
>
> **Gary Bracey, Head of Development, Ocean**

> *"Fabby, although its true development potential has yet to realised."*
>
> **David Bishop, Product Manager, Melbourne House/Magnetic Scrolls**

> *"New technology, easy to port to – we think it's great!"*
>
> **Joss Ellis, Director of European Development, Electronic Arts**

> *"It'll be warmly received – especially by Mirrorsoft as a 16 bit publisher."*
>
> **Peter Bilotta, MD Mirrorsoft/Imageworks**

NEC PC ENGINE

Called the Turbo Grafix 16 in the US

Once rumoured to be launched here this autumn. But all plans shelved. NEC must be barmy

- **PRICE** .... Varies: usually around £170
- **PERFORMANCE** .... ★★★★
- **SOFTWARE AVAILABILITY** .... ★★★
- **SOFTWARE STANDARD** .... ★★★★
- **PROSPECTS** .... ★★★

A glorious sprite engine with CD ROM option that does things no 16-bit computer can do. Two million sold in Japan but disappointing sales in the US (now being virtually relaunched there). NEC may have missed the boat with this one – a risky buy until UK plans become clearer.

SNK NEO GEO

True arcade quality

Until the Neo Geo has a firm software base – and the software sells at around £150 plus – and it's sold in numbers, the Neo Geo can't be recommended as a purchase for the normal user. Might establish itself as a hire machine.

- **PRICE** .... Varies: usually around £400
- **PERFORMANCE** .... ★★★★★
- **SOFTWARE AVAILABILITY** .... ★
- **SOFTWARE STANDARD** .... ★★★★★
- **PROSPECTS** .... ★

For the very rich indeed....

★ THE ACE CHOICE ★

The Sega Megadrive, called the Genesis in the US

The only 2nd Generation console to be launched officially in the UK this year. Check it out at the London CES show. This machine is good now. Potentially it's awesome.

- **PRICE** .... Expected to be £189.99
- **PERFORMANCE** .... ★★★★★
- **SOFTWARE AVAILABILITY** .... ★★★
- **SOFTWARE STANDARD** .... ★★★★
- **PROSPECTS** .... ★★★★★

This is it. Good software, a wide range of titles, a CD-ROM in the not too distant future, US success, and it's over here. Enjoy...

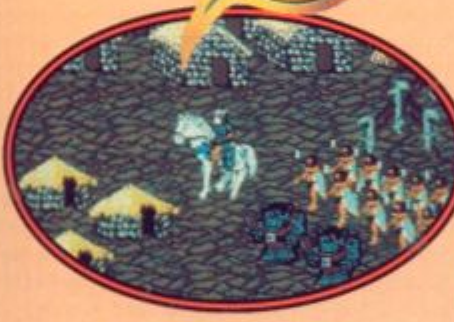
RAINBIRD
BETRAYAL

A WEB OF INTRICATE POSSIBILITIES - BUT FAIR PLAY ISN'T ONE OF THEM

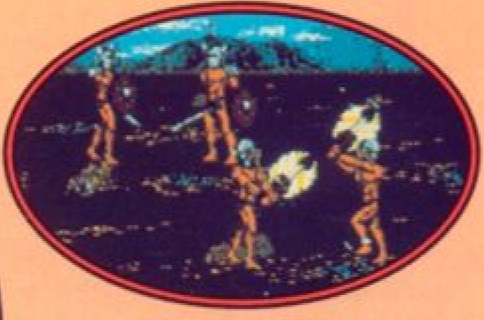
MASTERS OF STRATEGY

A WEB OF INTRICATE POSSIBILITIES - BUT FAIR PLAY ISN'T ONE OF THEM

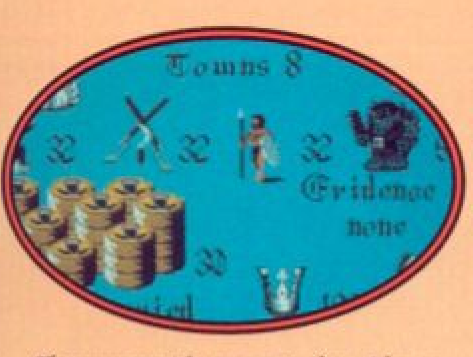
BETRAYAL



The West Marches is a corrupt land ruled by immoral leaders. You are one of four Knights with a lust for power. And in the pursuit of power, the end justifies the means.

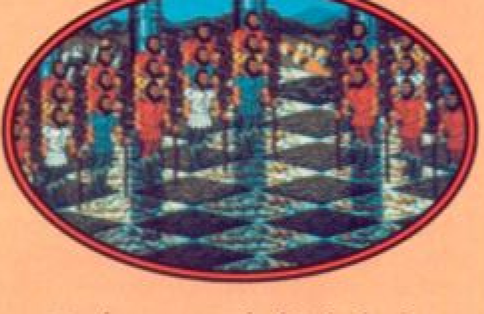


The bloodiest battles yield the greatest spoils. Strategically extend your domain, reduce your rivals' resources, and tighten your stranglehold on the peasants of the land.



The towns provide your power base. Manage them successfully, and harvest the wealth needed to buy, bribe and fight for ultimate power.

Betrayal involves a long, hard, ruthless struggle, starting with the economic management of your towns and cultivation of your lands, culminating in the honing of your military strategy and execution of political subterfuge.



Develop a mastery of political subterfuge, gaining places for your Courtiers at the palaces of the King and Bishop, ready for the coup which will make you the master of Betrayal.

BETRAYAL
A HELL OF A GOD GAME

A new barrel of fine Welsh ale had just been broached. The royal palace's smoky dining hall resounded to cheery voices. To one side of the top table a harpist and a minstrel were struggling to be heard above the commotion caused by two dogs snarling over a bone in a corner.

Eating slowly, I leant forward to catch the breathless whisper of a rival knight.

'They came in at a run, baying like wolves. Four wild-eyed barbarians ready to cut, gouge, pulverise and kill anything that moved.'

That news was indeed music to my ears. My forces' attack on his wealthiest town had met with success. Financially weakened, militarily broken, and politically bankrupt, he could no longer hold influence at Court.

So long as no evidence of my wrong doing remained. So long as the Gods blessed the crops of my harvest. So long as the rumours of the capture of my brother were true. The throne was mine.

I've cheated, lied, spied and slaughtered. The fruits of Betrayal are mine.

RAINBIRD

Ghostbusting

ACE readers get on the road to Activision and a great day out...plus details of how you can come next time...

The time: 12.30pm. The date: Thursday 12th July 1990. The location: Activision's offices in Reading. The occasion: the second ACE Conference, featuring lucky ACE readers who were there to test and taste the Activision experience...

PR Supremo Rachel Gauntlett made us all welcome – and then all hell broke loose. Games galore (check them out elsewhere in this article) were up and running for the visitors to pass judgement upon. Arcade consoles bucked and roared. Programmers introduced their wares, and the lads were generally assailed on all sides. But they stood their ground.

They stood their ground through *Time Machine, Atomic Robo-Kid,* a gruelling *R-Type II* competition, lunch, *Deuterus, Dragon's Breed,* and even the serious business of collecting freebies. And at the end of the day the future of the ACE Conferences was assured by a unanimous vote of confidence in Activision, the grand event, and the games. Congratulations to all who took part and, or course, many thanks to Activision for the tremendous effort they made for us.

Don't forget that the ACE Conferences are open to all ACE readers (though space is limited, of course). Get an application in now...

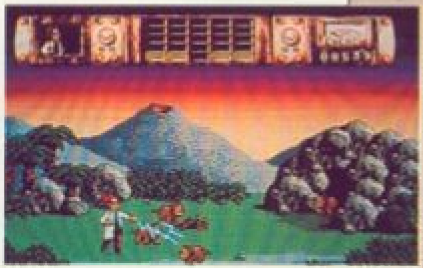
GO CLOUD-BUSTING!

Each month, we'll let you know about forthcoming conferences around the country. If you think you might be interested in attending one, all you have to do is send us a postcard with your name and address clearly written, together with a daytime telephone number if at all possible. You also need to tell us:

- Which conference you would like to attend. If you're applying for more than one, put them in order of preference. If no conference is listed for the software house you'd like to visit, put the software house's name down and we'll put you on the list for that conference when (and if) it is organised in the future.
- The machine you own, so that we can make you sure you get some juicy free gifts for your micro!
- Your age, so that we can ensure a good spread of age groups at each conference.
- If you are a subscriber, send your application in an envelope together with the address panel from the last issue of ACE that you were sent.

Obviously we have to limit the number of people attending each conference to a maximum of 15. In addition, we have to make a nominal charge of £5.00 to help cover costs. All places are allocated on a first-come, first-served basis. There is however an exception to both these conditions: as a special offer to subscribers we are giving them priority allocations for the first five places in each conference, and they may also attend free of charge. You can find out how to become a subscriber on page 47 (and you get other benefits too – lower price, a special newsletter, and guaranteed delivery).

A couple of weeks before each conference, we'll select the lucky readers from those who have applied and inform them of the relevant details. If anyone can't attend, they'll be shortlisted for a future conference and another selection will be made for someone who can take their place.



Time Machine on the Amiga. 'How on earth are people going to solve all these puzzles without clues?' wailed Trevor Daniel. Answer: sheer dogged determination, guvnor

DID YOU KNOW...

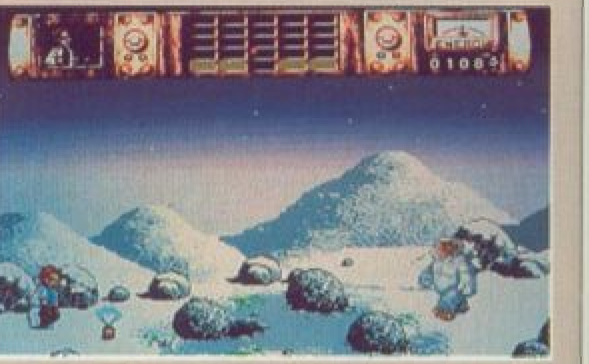
Remember Quicksilva? Producers of classic games in the old days like *Bugaboo* and *Fred*? Based in Southampton, the company was sold to Argus by its owner Rod Cousens who worked for it for a while, then joined Activision UK (which he now runs). Rod then established Electric Dreams in Southampton which has produced, amongst others, the *R-Type* conversion. for Activision. Rod's role in these institutions has meant that, of all the US companies in the UK, Activision has the deepest roots in the UK games scene.

TIME MACHINE

***Time Machine*, a 25-screen, puzzle intensive arcade adventure set in five different time zones, was the most unusual offering at the ACE Conference. This game features very attractive graphics (with more than a touch of 'cute' appeal) and a bizarre challenge to create the history of the world – or spend your life trapped in prehistory.**

Each time zone has five screens giving you a window onto the life (if any) of that era. You have to create favourable conditions for evolution by manipulating objects and interacting with other beasties (including hom sapiens). Trial and error, with a smattering of logic, is the order of the day in a game that has some scenario resemblances with a God game but is, in fact, in terms of game mechanics rather similar to a text adventure (but without the tedious typing). That's because, although there aren't many locations, you have to constantly revisit them to keep the time continuum flowing smoothly and to check possible puzzle solutions.

As you move up towards the present day, however, activity becomes more and more frantic while monitor all the time zones to keep them in order and prevent the present day from deteriorating. 'Great animation', enthused Laurence Sheed – a feeling endorsed by all present.



Time Machine on the Amiga. This is one of the first puzzles you'll face in the first time zone – how to heat up the climate. Hint: those boulders conceal the solution...

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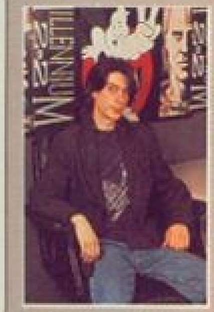
Join the Microprose conference and you could end up in this! Only the truly red-blooded need apply...

THEY CAME FROM WALES!

Well, two of them did! Here's a quick photo-tour of the brave and the bold who attended the Activision conference...

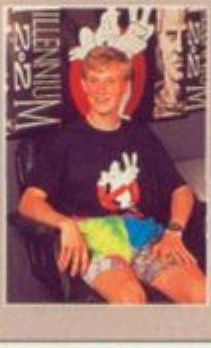

Simon Randall

Philip Swan

Michael Blois

Laurence Sheed

Trevor Daniel


Vincent Laurence

Simon Gaunt

Andrew Williams

The Activision team that welcomed the ACE visitors: (l/r) Dave Cummins, Jocanta Sowden (foreground), Nick Goldsworthy, Charles Cecil, Rachel Gauntlett, and Terry Morris.

"What a day!"

Simon Randall, ACE Conference Member

FORTHCOMING CONFERENCES:

MICROPROSE 12.30PM THURSDAY 30TH AUGUST 1990 IN TETBURY, GLOS.

Now here's a hot one for you. You won't just get to meet the company who've produced some of the best simulations ever – you'll even get to do some REAL flying in the Microprose plane! You'll also be able to meet the infamous Mike Singleton, programmer of Midwinter and Lords of Midnight amongst others. This is bound to be one of the most popular conferences, so get your application in pronto!

US GOLD 12.30PM THURSDAY 27TH SEPTEMBER 1990 IN BIRMINGHAM

The big one. US Gold need no introduction – we'll have more details of their plans in the next issue.

Checking out *Atomic Robo-Kid* with Terry Morris

DEUTERUS

Now here's a game that the Conference attendees were unanimous in giving their firm endorsement to. It's the sequel to *Millenium 2.2*, which itself had been played by several of those present which everyone agreed was a superb game, if a little easy. *Deuterus* looks to be even better – and a darn sight more difficult.

***Deuterus* follows on directly from *Millenium* and kicks off with a tremendous intro sequence featuring very atmospheric music. You're then faced with the challenge of consolidating your interplanetary empire before recolonising the Earth that was destroyed in the earlier game.**

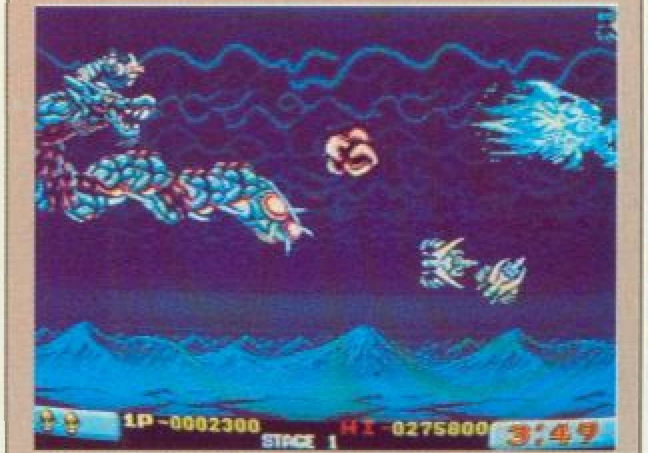
As a player of the prequel, Vincent Laurence was impressed: 'It's cleared up a lot of the quirky features of *Millenium*, and the challenge is far greater'. The general consensus was that this was definitely a game to watch out for.

DRAGON'S BREED

Definitely a winner, this one. Although not all the Conference attendees had played this game in the arcades, those who were familiar with it remembered it vividly – particularly the way you could wrap your dragon round you to provide invincibility when the going got tough.

Well, you can do just that in the home micro conversion, which (on the Amiga) preserves the feeling of the coin-up excellently. As in the original, you get four dragons of varying characteristics and colours, with all hell breaking out on every screen.

While the ACE visitors were drooling over this one, Activision's Terry Morris was fretting about the 8-bit conversions...'One big feature of the arcade version,' he said, 'is that it's got vertical scrolling. That's going to be *nightmare* on the Spectrum!'. Maybe, but it looked like a dream on the Amiga.



Dragon's *Breed* in the arcades – the Amiga version does a very creditable job of living up to the promise of the original.

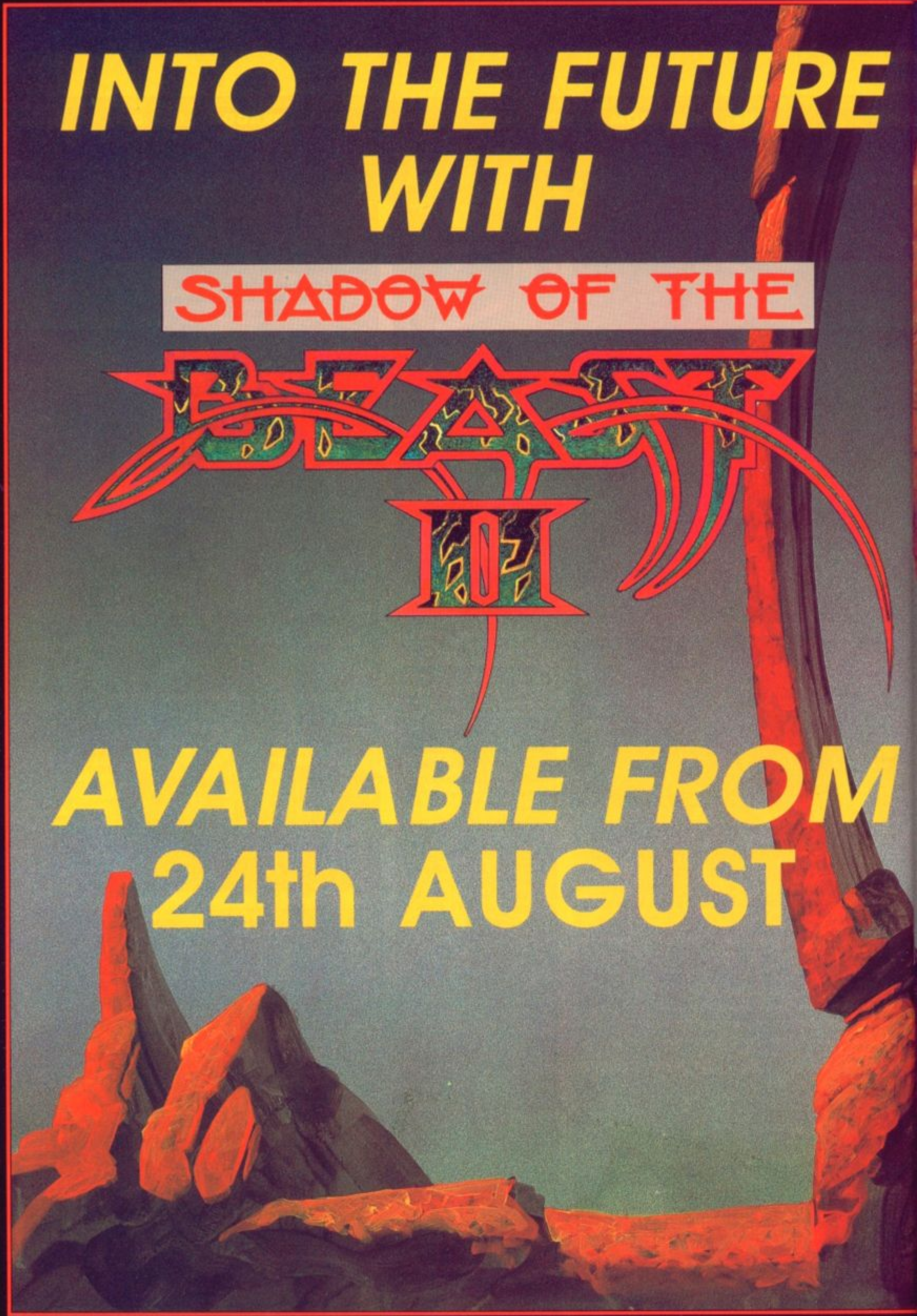
The Activision offices in Reading

ATOMIC ROBO-KID

'Hectic gameplay – I'm not normally into shoot-em-ups, but I like this...' was just one of the paeans of praise dished out after testing this one. *Atomic Robo-kid* is a great shoot-em-up with excellent graphics and some neat additions to the traditional formula.

To start with, the game has four-way scrolling and opens up different pathways for the player, rather than a forced scroll as in *Xenon* or *Blood Money*. Then there's a change in gameplay every three and four levels – on every third level you face the usual end-of-level guardian, though with a considerable tactical challenge as you manoeuvre the foe into a vulnerable position by dodging round it. On every fourth level you get an unusual head-to-head challenge against another Robo-kid which doesn't net you bonus points but can instead knock you out of the game!

In general, the Conference was very impressed with this game. Minor criticisms included Simon Gaunt's observation that you could change weapons too easily (using the fire-button) and Activision are planning to correct this. Michael Blois thought the game ran too slowly at first sight – but after he'd wiped the sweat from his brow following a test session he took it all back!


INTO THE FUTURE
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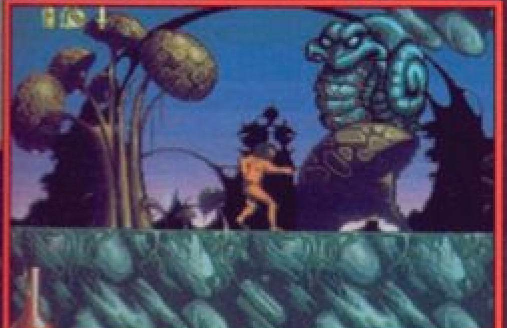
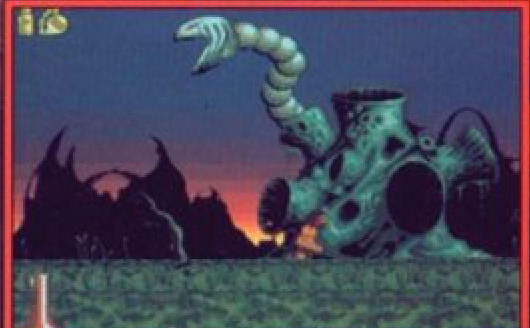
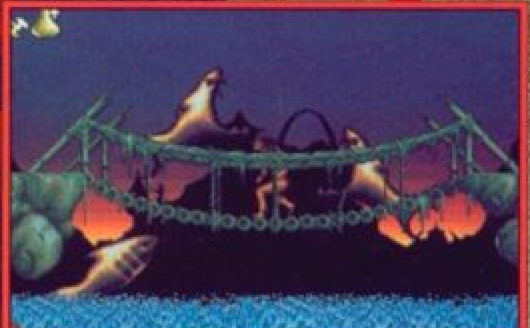
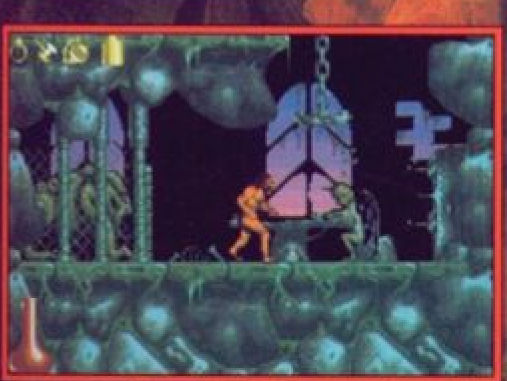
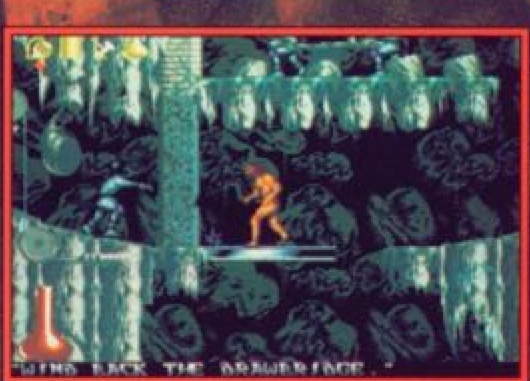
AVAILABLE FROM
24th AUGUST









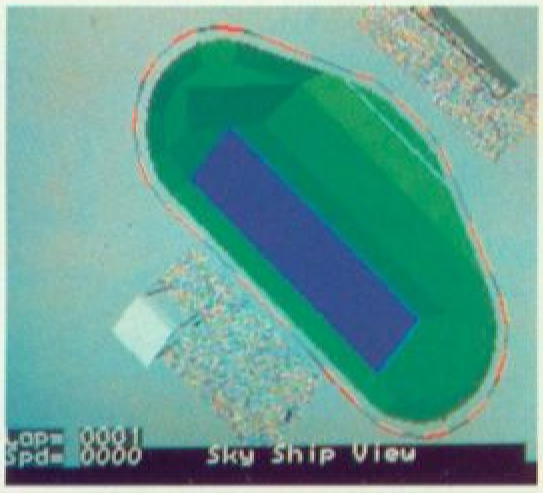


"WIND BACK THE DRAWBRIDGE."

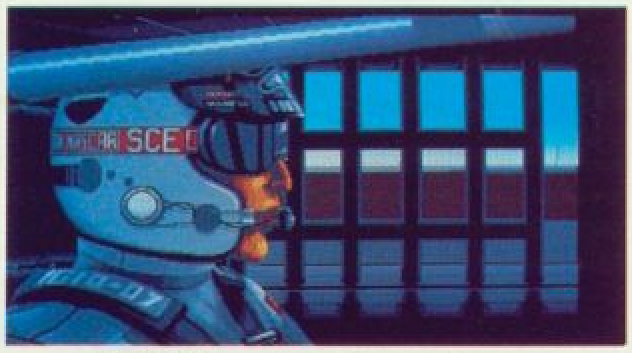
PSYGNOSIS

EXCLUSIVE

DAYS OF



PC Zoom-in on the track. The game incorporates five racing tracks: Atlanta, Phoenix, Talladega, Charlotte and the most famous NASCAR venue, Daytona Beach. Situated on the Florida coast, Daytona's fast banked curves were built using the soil dug out for Lake Lloyd which sits in the middle of the track.

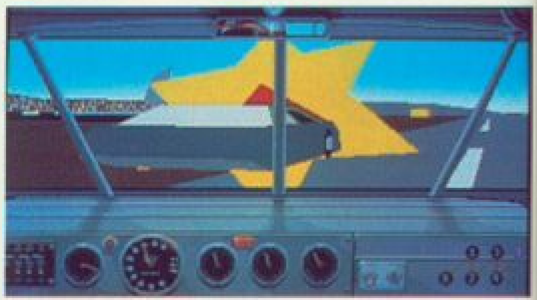


AMIGA It's cool to cruise in a 200mph+ turbonutter NASCAR. DAYS OF THUNDER has many different user-selectable viewpoints including: sky cam, trackside, bank straight, grandstand, airship and the one shown here – affectionately dubbed 'the Cruise view' by Mindscape's very own boy-racer, Jean-Paul Rohan.

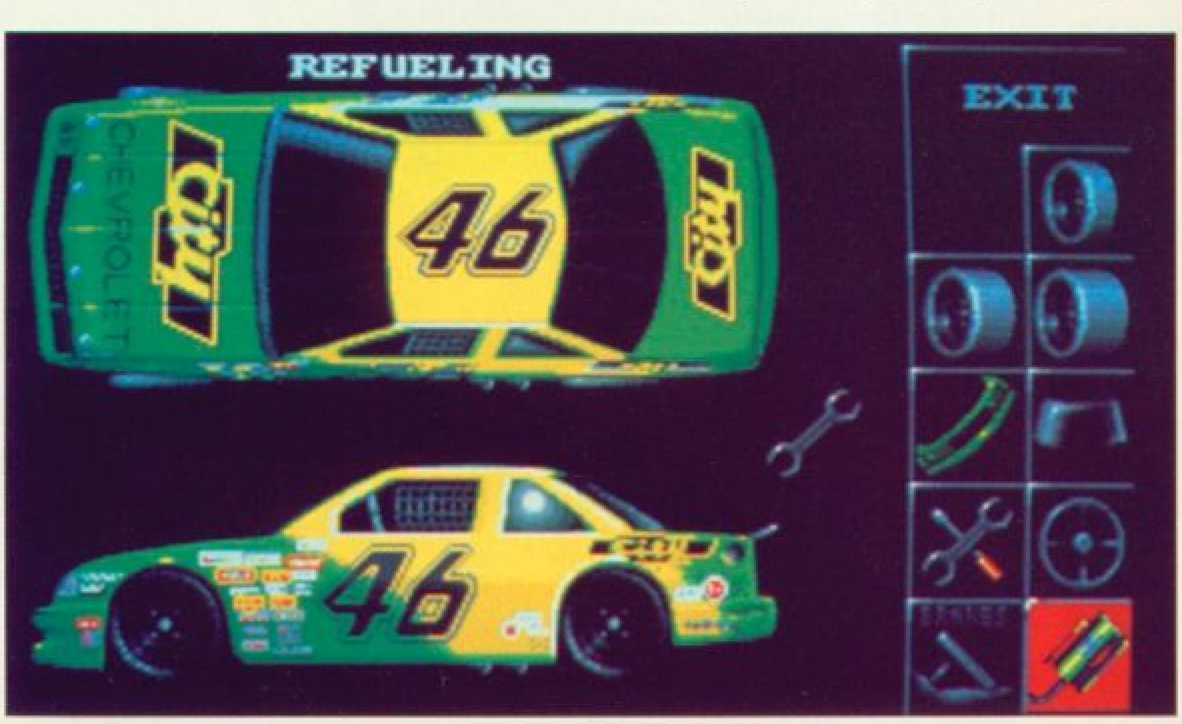
As MINDSCAPE prepares for pole-position with a stock-car simulation based on the new Tom Cruise movie, Rik Haynes drives an exclusive playtest...

GREAT ON GAMEBOY

Days of Thunder on the Gameboy is absolutely amazing, technically superior to anything else out on the Gameboy, and developed by a Brit! A first person mix of fast vectors and detailed sprites, the state-of-the-art Gameboy version is being programmed for Mindscape by top UK software developer, Argonaut Software. Previous classic computer games from this leading three dee specialist have included Starglider and Starglider II. Gameboy Days of Thunder programmer, Steven Dunn, is a veteran Spectrum coder responsible for the Speccie versions of Virus, Starglider II and Hammerfist. He has just completed the puzzle game Loopz, another Gameboy title for Mindscape. Dunn uses Argonaut's own custom-made Gameboy development system – a very flexible dev-kit which can also handle any other console deck. The game is a hybrid graphics system mix of three-dimensional track vectors and sprite cars. This creates a stunning games display which moves at a real sexy speed. Nothing is missing in the gameplay either. You still enter a pitstop during the race – you can even link-up to another Gameboy for a head to head race with a friend. Jez San, boss of Argonaut, told me: "Days of the Thunder on Gameboy is designed to be playable above everything else. It's fast moving and the first person perspective is very novel for a Gameboy title. It's great fun to play". And just how long did it take Argonaut to redefine the boundaries of the Gameboy's capabilities? A mere three months! Look out for the exclusive review of Gameboy Days of Thunder in ACE 38...



ST There goes the front-end. You can only sustain so much damage before you're knocked out of the race.



ST Fever pitch-stop action. Change the tires, adjust the steering, fix the broken body panels, tune the engine trouble, repair the brakes, refuel the car and don't forget to clean the windscreen.

THUNDER TRIVIA

- Tom Cruise was paid a nifty nine million dollars to do *Days of Thunder*.
- Co-star, Robert Duvall has also directed two films during his movie career: *We're Not the Jet Set* in 1977 (a documentary about a Nebraska rodeo family) and *Angelo, My Love* in 1983 (a portrait of New York's gypsy community).
- Mike Slattery (front tire changer for Tom Cruise' crew) is not a professional actor. Slattery has worked with Hendrick Motorsports for three years as a mechanic and as the tire carrier for Ken Schraeder's Kodiak pit crew at race time. He helped to train the actors and extras in the challenging work of being a NASCAR pit crew member.
- The producers of *Days of Thunder*, Don Simpson and Jerry Bruckheimer, also produced *Beverly Hills Cop I + II*, *Flashdance* and *Top Gun*.
- Benjamin Fernandez, the film's art director, previously worked on *Dr Zhivago* and *Conan the Barbarian*.

RELEASE BOX

AMIGA	£24.99dk	AUTUMN
ATARI ST	£24.99dk	AUTUMN
PC	£29.99dk	AUTUMN
SPECTRUM	£9.99cs £14.99dk	AUTUMN
C64/128	£9.99cs £14.99dk	AUTUMN
AMSTRAD	UNDER CONSIDERATION	
NINTENDO	£TBAct	AUTUMN
GAMEBOY	£TBAct	AUTUMN

NO OTHER VERSIONS PLANNED.

Special thanks to United International Pictures (UK) – distributors for Paramount, MGM, United Artists and Universal motion pictures – for the pics and info.

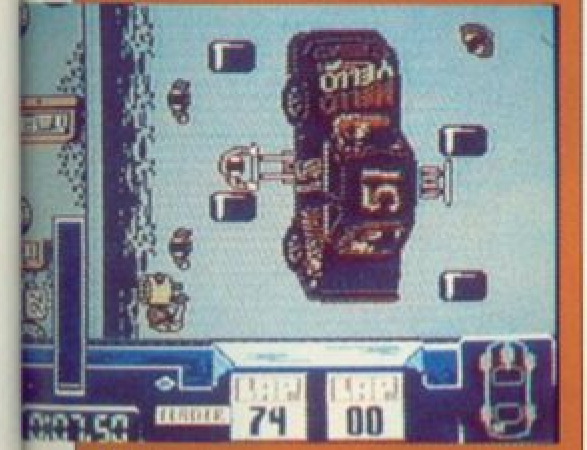
THUNDER

DON'T FORGET THE POPCORN

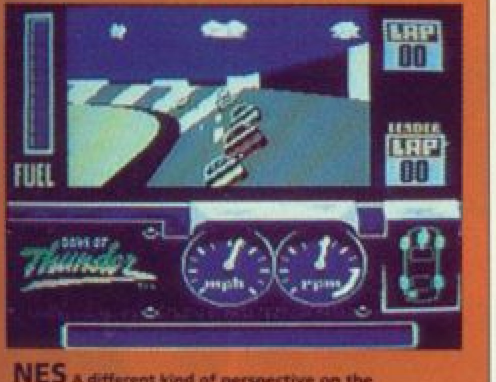
Days of Thunder on celluloid will be showing in cinema's around the country from the middle of August. It's a light, predictable but entertaining 'teen' movie designed for mass market appeal. The guys will love the fast cars, attractive women, hip hi-jinks and macho mayhem. Interest for the girls is, of course, provided by Tom Cruise. If you liked Top Gun, you'll adore Days of Thunder. It's well worth a fiver to see on a summer Saturday night – provided you remember to get the salty popcorn, Wrestler's hotdog and Kia-ora orange drink!

NEAT ON NINTENDO

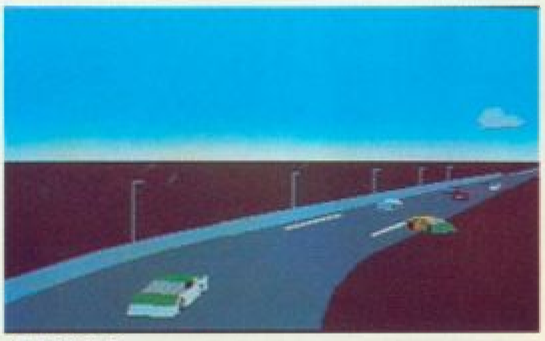
Perhaps the most playable and enjoyable version of DAYS OF THUNDER is on the Nintendo Entertainment System. It swaps the first person perspective polygons of the 16-bit micro versions for a behind the car viewpoint made of solid sprites and colour cycling lines for the race track. The game incorporates eight different races on seven different race tracks. The best feature is the pitstop section – where your team of little mechanics busily change your tires, make repairs and refuel as the crucial seconds tick on. A very playable game enlivened by pleasing bitmap 'splash' screens and the fun pitstop sequence. DAYS OF THUNDER is easily the best racing game on the NES.



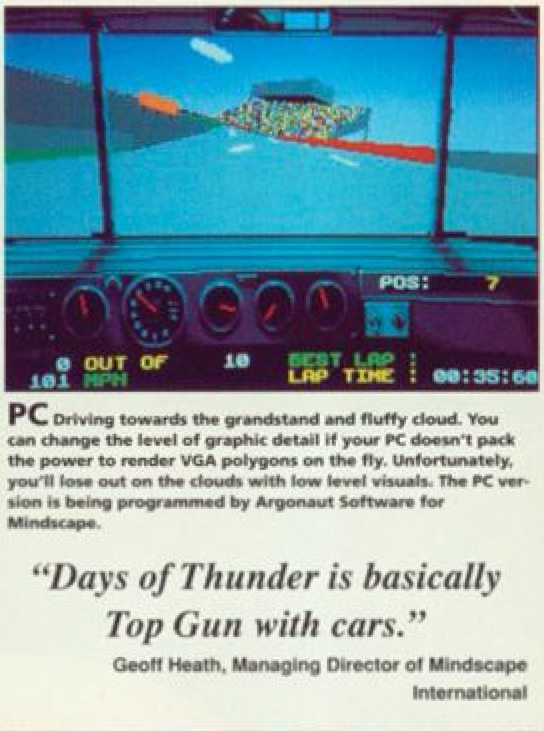
NES If you drive too fast in your approach to the pit-stop you over-run it.



NES A different kind of perspective on the Nintendo.

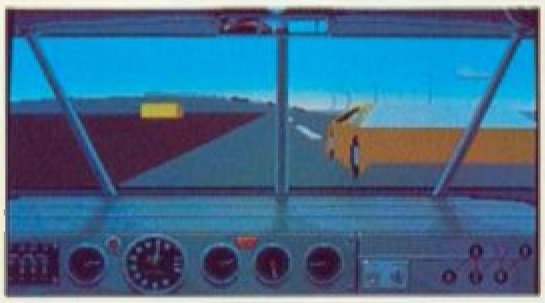


AMIGA Take it easy round the bend. All the computer cars in DAYS OF THUNDER are intelligent, but two cars are driven by AI-enhanced drivers moulded after characters from the movie, Rowdy Burns and Russ Wheeler. These two racing rascals always go for 1st and 2nd position in every race.



PC Driving towards the grandstand and fluffy cloud. You can change the level of graphic detail if your PC doesn't pack the power to render VGA polygons on the fly. Unfortunately, you'll lose out on the clouds with low level visuals. The PC version is being programmed by Argonaut Software for Mindscape.

> *"Days of Thunder is basically Top Gun with cars."*
>
> Geoff Heath, Managing Director of Mindscape International



AMIGA Bumper to bumper – this is a stock-car race after all. You can hook your Amiga up to another Amiga (or even an ST) for a head to head racing challenge. The ST and Amiga versions are being developed for Mindscape by Creative Materials.

> *"Racing isn't that different from acting. You can't go in and put your foot to the floor and expect to win."*
>
> Tom Cruise

NASCAR RACING TERMS

NASCAR (National Association for Stock Car Auto Racing). The first NASCAR-sanctioned race was the Winter 160 at Daytona Beach on 15 February 1948.

BEAR GREASE. Slang term used to describe any patching material used to fill cracks and holes or smooth bumps on a racetrack's surface.

BITE. (1) 'Round of Bite' describes the turning or adjusting of a car's jacking screws found at each wheel. 'Weight Jacking' distributes the car's weight at each wheel. (2) Adhesion of a tire to the track surface.

COMPOUND. A formula or 'recipe' of rubber composing a particular tire. Different tracks require different tire compounds.

DOWNFORCE. The pressure of the air on a car as it races.

DRAFTING. Practice of two (or more) cars, while racing, to run nose to tail, almost touching. The lead car, by displacing air in front of it, creates a vacuum between its rear end and the following car's nose. The second car is actually pulled by the first.

EIRI. 'Except In Rare Instances', a handy little term describing NASCAR's ability to enforce its decisions when there may not be a specific rule or regulation to cover such a decision.

FABRICATOR. A team member who is concerned with making car body parts such as door panels, instrument dashboards, special brackets, etc.

GROOVE. The best route around a racetrack.

JACK THE BEAR. When someone says his car is running 'Jack the Bear', it's moving at optimum efficiency.

PUSHING. Handling characteristic of a car where its front end tends to 'push' or 'blow' toward the outside wall in a corner. Also called 'Understeer'.

RAGGED EDGE (running on the). Driving a car to its extreme limits while either qualifying or racing. Going 'Over the Ragged Edge' can result in a loss of control.

REASONABLE SUSPICION. If a NASCAR official is 'Reasonably Suspicious' a driver, crew member or another official is abusing drugs, he or she may be required to undergo testing. 'Substances' include cocaine, heroin, PCP and other illegal drugs, as well as alcohol while participating in an event.

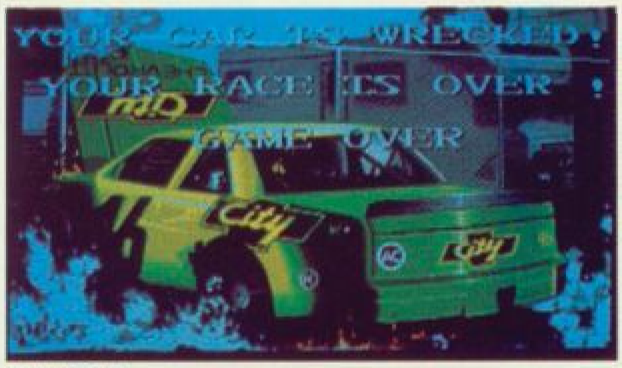
RIGHT COMBINATION. Catchall phrase to describe why a car, team or driver has performed well or won a race. Included here are engine horsepower, tire wear, correct weight distribution, performance of the driver on the track, the crew on pit stops, and so on.

SCUFF. A tire that has been used at least once and is saved for further racing. A lap or two is enough to 'Scuff' it in.

SLINGSHOT. A manoeuvre in which a car following the leader in a draft suddenly steers to the left breaking the vacuum – this provides an extra burst of speed that allows the second car to take the lead.

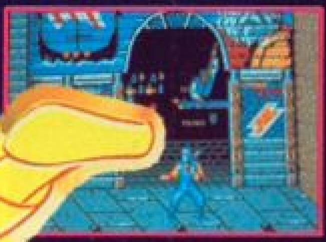
STICKER. A new tire. Term comes from the manufacturers stick-on label denoting the type of tire, price, etc.

STROKING. Said of a driver who allegedly 'lays back' in a race so as not to punish or wear out equipment before the end of an event.



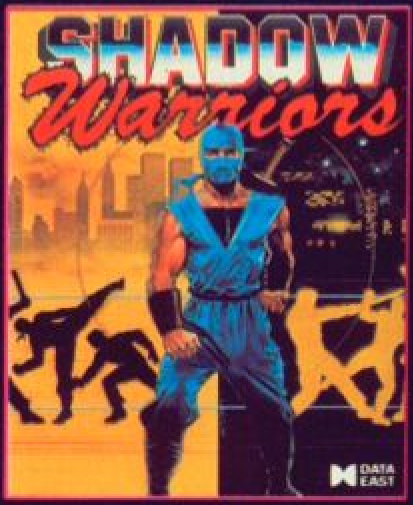
AMIGA Nice try but don't give up your day job! Herman 'Weird Dreams' Serrano and Lloyd Baker designed the graphics for the Amiga version.

SIGNS OF T



SHADOW WARRIORS, the latest, greatest and most ambitious martial arts coin-op game now rages onto your computer FEATURING interactive scenic backdrops. The secrets of the Ninjitsu assassination techniques have been handed down since the Mediaeval wars..now they live on in the jungle of the American metropolis. A thousand years of the Ninjitsu secrets at your fingertips... Take your techniques to the streets

SHADOW WARRIOR...the hero of the nineties.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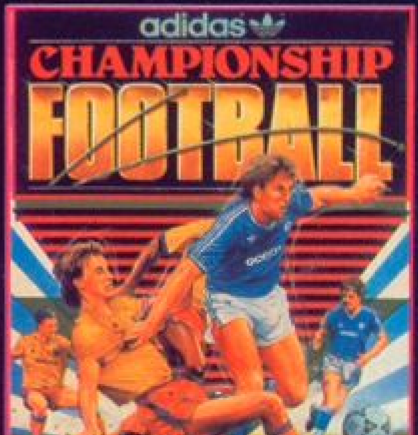
adidas
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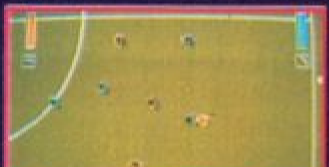
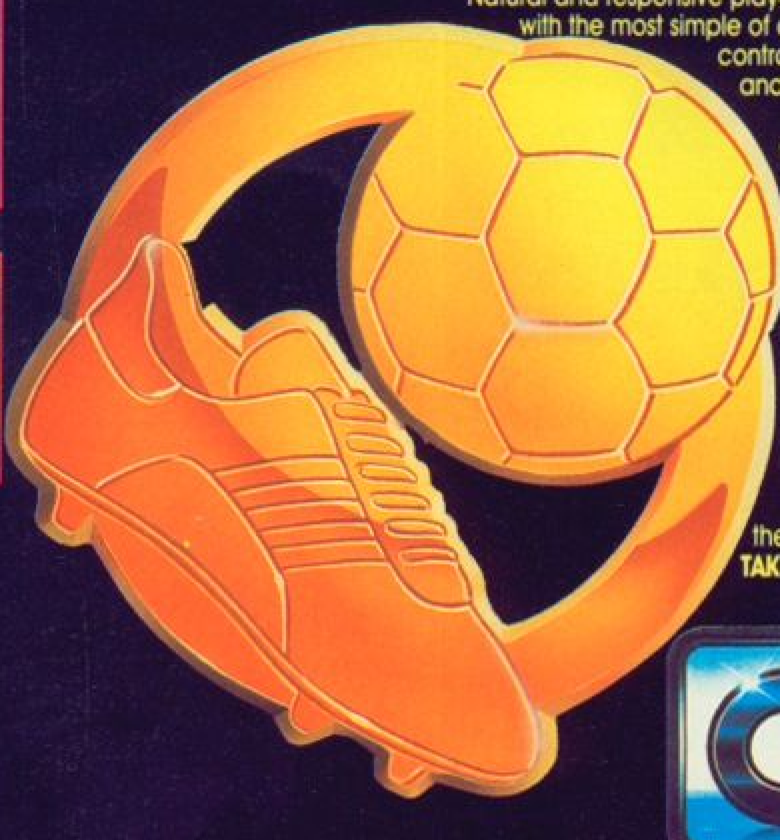
FOOTBALL

NUMBER OF PLAYERS


GAME PAUSED
ENGLAND FRANCE



Natural and responsive player movement and with the most simple of one-touch joystick control ensures exciting and authentic soccer action. Realistic close-ball control, computer aided team control and the micro's constant "flow of play" monitoring all add up to make this the easiest and the most rewarding soccer game ever devised for the home computer. **TAKE ON THE WORLD!**

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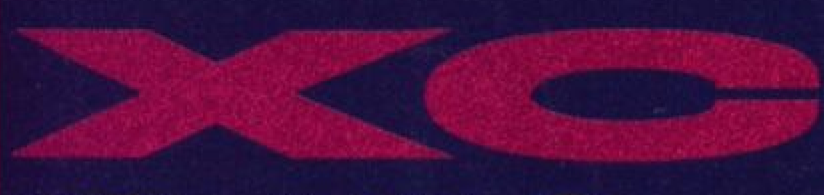
SLY SPY
Secret Agent
DATA EAST

The hit coin-op game bringing espionage and action with 9 levels of thrills and excitement. Innovative game features with a host of differing scenarios from high-powered sports cars to underwater guerilla warfare. Rescue a beleaguered nation from the oppressive regime of the 'Council for World Domination'.

ESPIONAGE EXTRAVAGANZA FEATURING 9 LEVELS OF HIGH ACTION!



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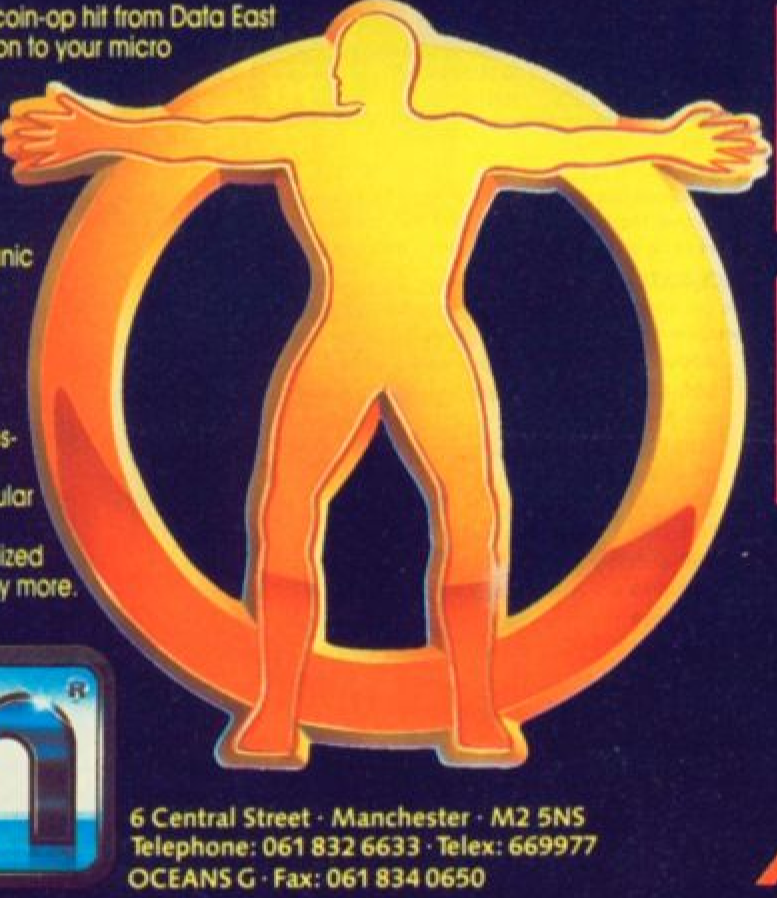
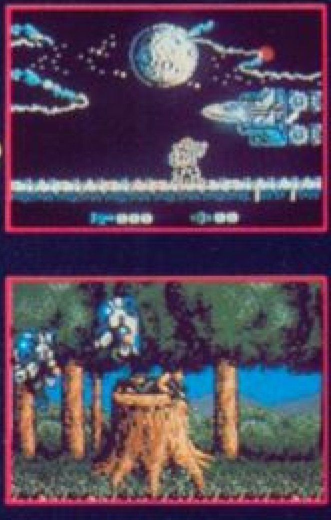
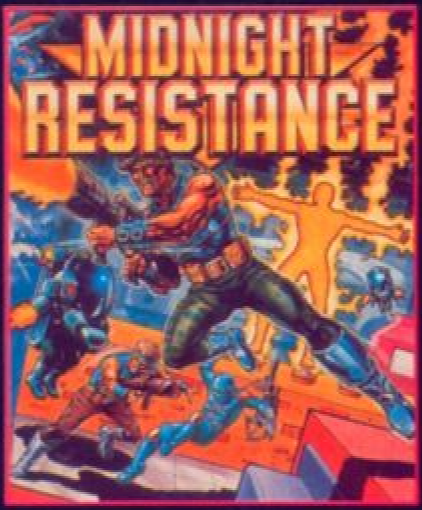
RLD!

The "POWER UP" coin-op hit from Data East brings super-action to your micro screen. Join the resistance fighters in their crusade against the awesome powers of King Crimson - the manic scientist, and his Crimson Corps - mere earthlings transmuted into treacherous fighting machines- giant armoured tanks, lethal circular saws, airborne fighters, mechanized snakes and many more.







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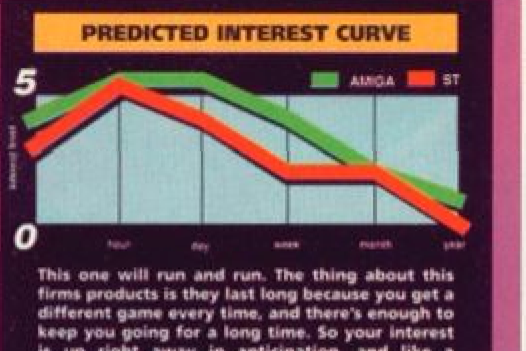
THE ACE PROMISE

1. ACE is DIFFERENT Unlike many magazines, ACE ONLY reviews finished games. If it's reviewed here, it's what you'll get in the shops. If there's any exception to this rule, the page will clearly be marked PREVIEW and the game is not rated. We won't let you down by reviewing half finished versions and demos.

2. ACE is DEFINITIVE Every game has been extensively tested. If we come across bugs or other deficiencies, we check immediately with the company concerned. Then we give you the whole story. Whenever possible, we'll give you more than just the review – analysis, comparison, and technical information is all included wherever possible.

3. ACE is DEPENDABLE All ratings are carefully calculated. You can rely on them to make your buying decisions.



This one will run and run. The thing about this firms products is they last long because you get a different game every time, and there's enough to keep you going for a long time. So your interest is up right away in anticipation, and like a favourite video, I predict you'll come back to it in a year with a nostalgic tear in your eye.

PIC POWER!

The PIC – *Predicted Interest Curve* – is the most sophisticated reviewing tool around.

We on ACE know you don't just play a game – you experience it. The Predicted Interest Curve is the only review system that takes this all-important factor into account.

The curve is divided into six sections, indicating the player's adrenalin level after one minute, one hour, one day, one week, one month, and one year. But this tells you an awful lot than just what your interest level will be at any given time (although that's obviously important in itself)...

For example, a high one minute rating means that the game must look fantastic and get you all excited from the word go. That means it's probably a good game to show off to the neighbours – who probably aren't going to pay attention for much more than a minute anyway.

The minute, hour, and day ratings can tell you a lot too. If there's a dip here, followed by a rise, you've got a game that may take a bit of getting into – not recommended if you like to get down to something quick and easy. Alternatively, the graphics may put you off for a while until the gameplay starts to grip. Check out the PIC comment for more details.

Finally, you've got the month and year ratings. The better a game holds up here the more

Screen

Welcome to the ULTIMATE GAMES GUIDE

ACE is the ONLY games magazine in the world to review games on COMPUTER, CONSOLE and CD formats. Our total games coverage includes titles from around the globe. This month we review games from Japan, Soviet Union, USA, Germany, France and, of course, Britain!

At last – computers, consoles, and CDs, for the complete coverage of games today – and tomorrow. So sit back, relax, read and enjoy...

ACE Rated!

Question: Is this game really going to grab me? And for how long?

Answer: the PIC curve – the heart of the **ACE Rating System.**

AMIGA

Version boxes give you the low down for YOUR machine, and highlight any serious differences between different formats. Each format we get to play receives its own ACE rating and scores for graphics, sound, IQ, and fun factor.

GRAPHICS	7	IQ FACTOR	7	ACE RATING **790**
AUDIO	8	FUN FACTOR	7	

Each review carries a PIC Curve (see Pic Power panel) and special 'Version Boxes' that give you details of the game's implementation on a specific machine. These boxes include ratings for...

GRAPHICS
All aspects of the game's graphics – with the limitations of each machine taken into account.

AUDIO
The music and sound effects are rated here. A high rating is possible on even limited machines like the Spectrum and PC if the computer's shortcomings are cleverly sidestepped.

IQ FACTOR
The Brain Strain rating. Note that ACE readers are generally reckoned to be more intelligent than other human beings, so the ratings may be lower than you expect...

FUN FACTOR
Basically a measure of mindless addictiveness. Games like *Arkanoid* and *Flying Shark* require virtually zero brain power but are still remarkably addictive. Most coin-ops score well here because they are designed for instant satisfaction. Games don't have to be either fun or intelligent – they can be both.

ACE RATING
To get a really high rating a game will not only have to be very addictive but stand the test of time as well. Here' a general guide to what the ratings mean:

900+ A classic game, recommended without reservation.

800-899 A superb game, but perhaps lacking the long-term depth to last into the month and year categories.

700-799 Still highly recommended, but probably has a couple of aspects to the gameplay that take the edge off it.

600-699 The 'fair' zone, where it tends to be very good 'if you like that sort of thing'.

500-599 This still has good things going for it, but he game clearly has some noticeable problems.

400-499 Problems with gameplay and programming make this an inferior game.

300-399 Not only is the gameplay bad but the design was probably flawed in the first place.

200-299 Things are getting really serious now...

100-199 ZX81 games running on an Amiga.

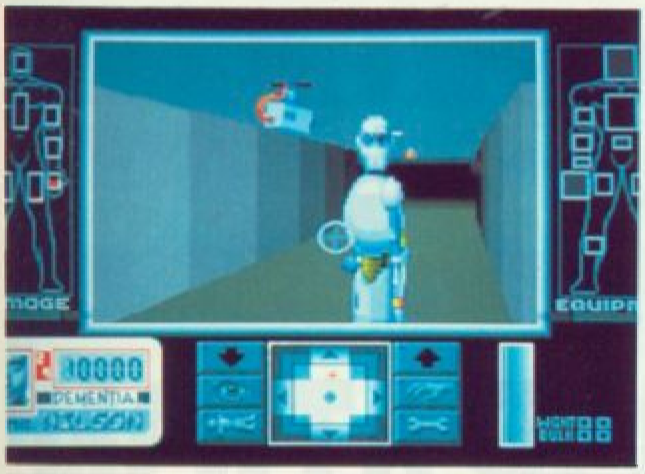
Under 100 Nothing has ever achieved this appalling level of rating. If anything ever does, it wouldn't even be worth having it for free.

VERSION BOXES
This covers version-specific information on graphics, audio, loading problems etc. If there's no box for your machine but a version is planned, it'll be covered as an update in a later issue.

Test

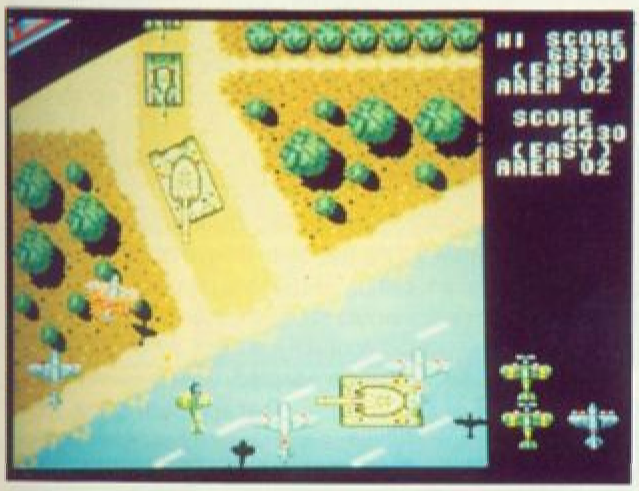
In this month's SCREEN TEST...

COMPUTER GAMES The latest and greatest games reviewed on the major 16-bit and 8-bit micro formats: Amiga, ST, Spectrum, C64, PC and CPC. Plus occasional games reviews for cult computers like the Macintosh, Archimedes and FM Towns.



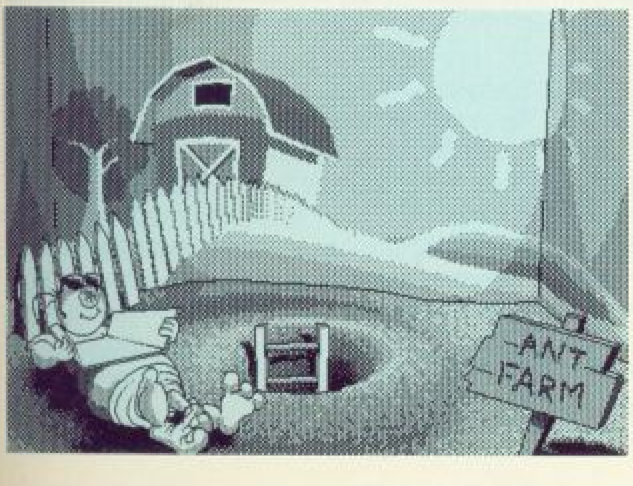
See CORPORATION reviewed on pages 38-39. Core's first game puublished under its own label is a 900+ ACE Rated scorcher. Other computer games reviewed this month include: Anco's KICK OFF II, Infogrammes' WELLTRIS and EA's PGA GOLF TOUR.

CONSOLE GAMES The most up-to-date news, previews and reviews of Advanced Console Entertainment. Exclusive games coverage for the Sega Master System, Sega Megadrive, Nintendo Entertainment System, Nintendo Gameboy, Nintendo Super Famicom, NEC PC Engine, Atari Lynx and SNK Neo-Geo.



See FLYING SHARK on Sega Megadrive reviewed on page 56. Other console games reviewed this month include ZELDA II on Nintendo Entertainment System, Freedom Fighter on Sega Master and Makaimura Gaiden on Gameboy. Plus... sing a song for Sega and will the NEC PC Engine be officially on sale in the UK this Christmas?

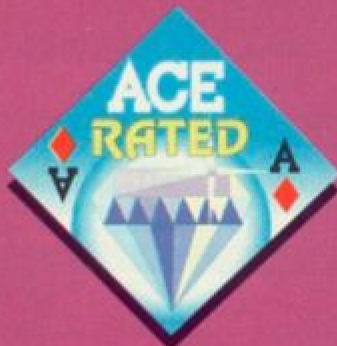
CD GAMES ACE is the world's first magazine to introduce a regular games section for the exclusive news, previews and reviews of CD entertainment – the storage medium and hardware format of the future.



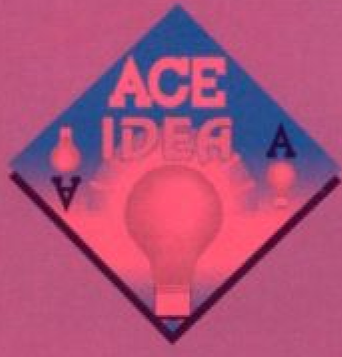
See COSMIC OSMO CD previewed on pages 60-61. World's Beyond the Mackerel is a 150Mb CD-ROM extravaganza from Cyan/Activision. Don't you think the baby ants are cute?

ACE AWARDS

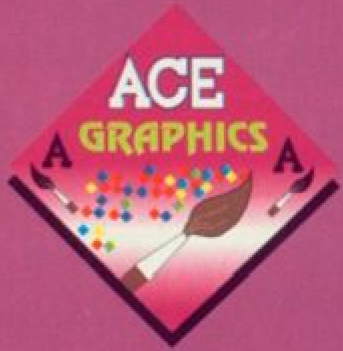
ACE always awards seals of approval for outstanding software performance. If a game really breaks the boundaries in sound, graphics, or originality you'll see the appropriate ACE Award flash on the review. Unless it's truly dire – in which case it'll get the ACE Turkey award. Software houses: you have been warned!



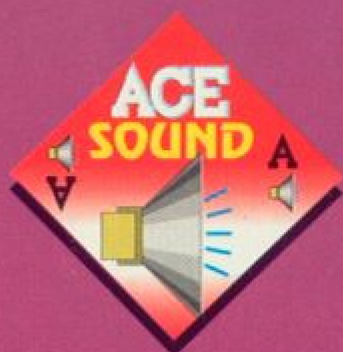
ACE only awards this one to games of outstanding quality. A 900+ game is a classic title, recommended without hesitation.



Originality counts for a lot these days, and any games that have it deserve a special mention. This ACE award is reserved specifically for these rare games.



One of the first things to grab you in a game is its graphics. Games that redefine the state-of-the-art get this seal of approval from ACE.



Sound is the 'forgotten' aspect of games – but can make or break them. ACE only awards this one to brilliant use of audio in a game.

RELEASE BOX

ATARI ST	£24.99dk	OUT NOW
AMIGA	£24.99dk	OUT NOW
PC	£29.99dk	FEB '91

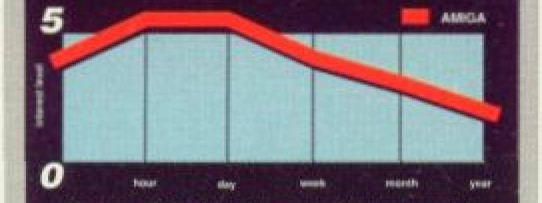
No other versions planned.

AMIGA

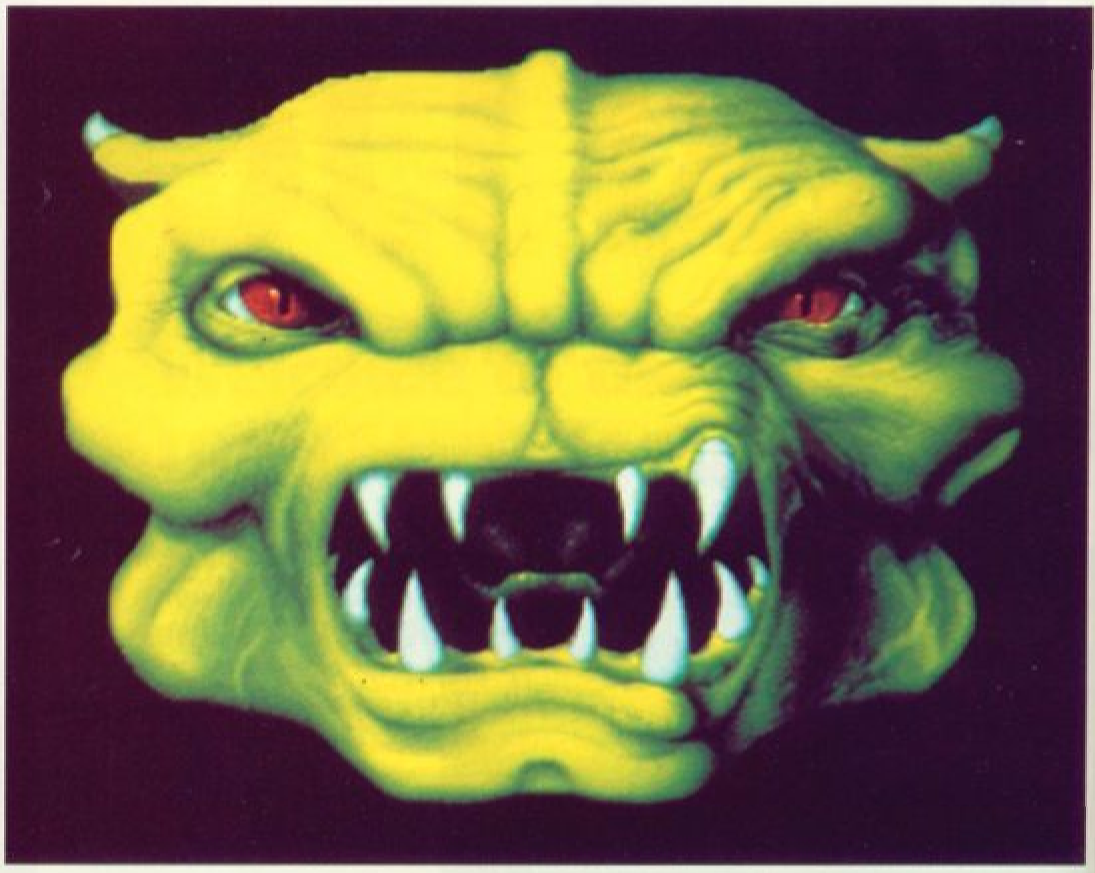
Graphics and sound both bring a filmic realism to the Amiga, with good use being made of stereo effects. Control via the mouse is extremely easy due to the well-designed graphic interface, and it will soon become second nature.

GRAPHICS	9	IQ FACTOR	7	ACE RATING
AUDIO	9	FUN FACTOR	8	945

PREDICTED INTEREST CURVE



Because of the intuitive control system used in *Corporation* it is a lot more accessible than other games in this genre. You are guaranteed sleepless nights once you begin to explore the building seriously. Even when you have played right through it you can go back and try again with another character, using completely different tactics.



CORPORATION

CORE DESIGN take a graphically stunning journey into the world of Cybernetics

Role Playing games come and go, and some leave a rather more permanent impression than others. *Dungeon Master* from US company FTL has probably been the most influential game of this genre, but it is beginning to show its age. Recently there have been one or two very impressive contenders for the crown, Pandora's SF game, *Xenomorph* being one that particularly springs to mind. But all these pretenders to the throne are about to be put completely in the shade by the first independent release from Core Design, the team responsible for the likes of *Rick Dangerous*, and the forthcoming *Monty Python* game, both from Microprose.

Corporation is a three-dimensional exploration, problem-solving, and combat game in the *Dungeon Master* tradition, but it transcends anything ever achieved by the games of this type that have gone before.

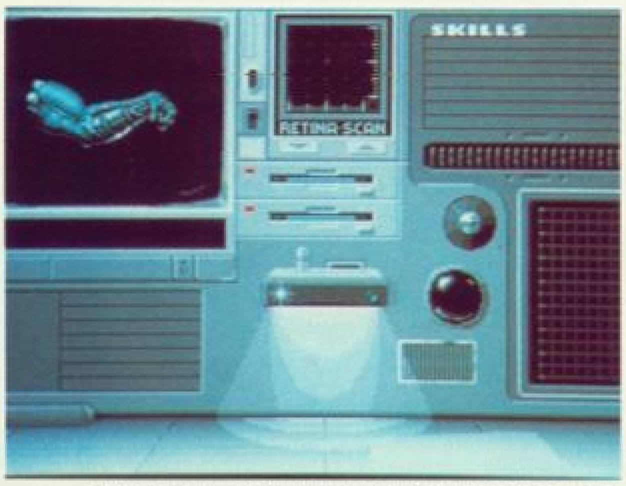
Universal Cybernetics Corporation are the twenty-first century equivalent of Amstrad. What Alan Sugar did for Hi-Fi, video recorders, and micros, UCC have done for robotics. Their three models, serving domestic, agricultural, and industrial customers have been hugely successful, making UCC a major factor in the world economy.

Like most corporations, however, UCC has its downside. Recent events indicate that UCC may be involved in biogenetic research to create the ultimate killing machine. If so, this must be stopped. Simply raiding the corporation for evidence would cause its downfall, and also that of the economy. A more subtle approach must be adopted.

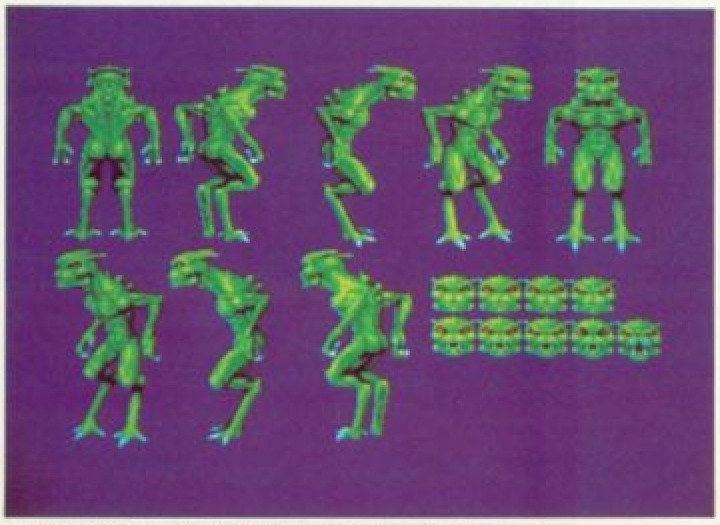
That approach is you. You are a member of Zodiac, an international espionage agency. You are an agent of the Libra chapter – signifying the quality of balance. Your task is to enter the corporation building undetected and succeed in removing an embryo of the creature in production. This can then be used to persuade UCC to close down this side of their operation.

Starting up the game you are presented with a very atmospheric opening sequence to set the scene. Then you can select your agent. There are four human agents (two male and two female), and two androids. Obviously the way you play the game will depend on whether you are using a human or android agent, but you will also notice that each agent has a unique set of skills and abilities. If you are to succeed in your mission you will have to adapt your tactics to make the best use of your strengths and compensate for your weaknesses.

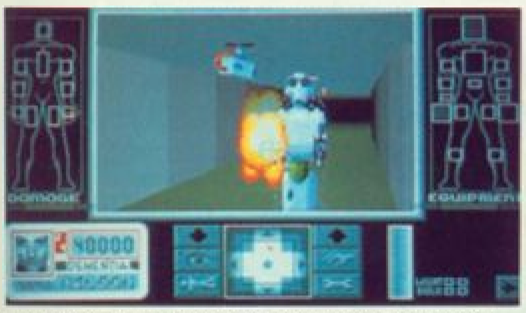
Exit the selection screen and you find yourself



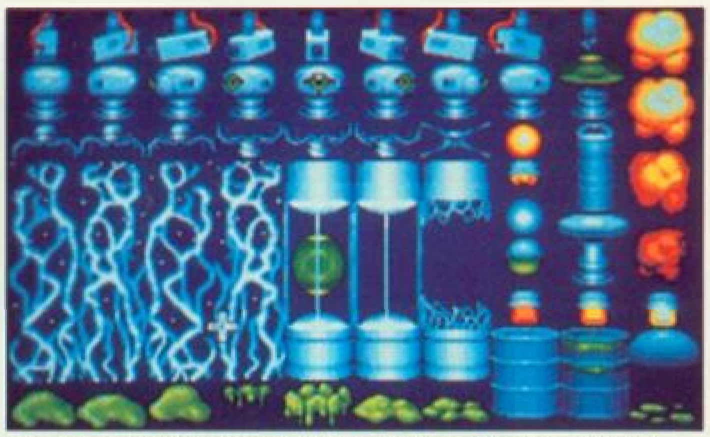
Characters can easily be stored away for later use with a save game feature



This little feller is the guy you are aiming to put a permanent end to – cute ain't he?



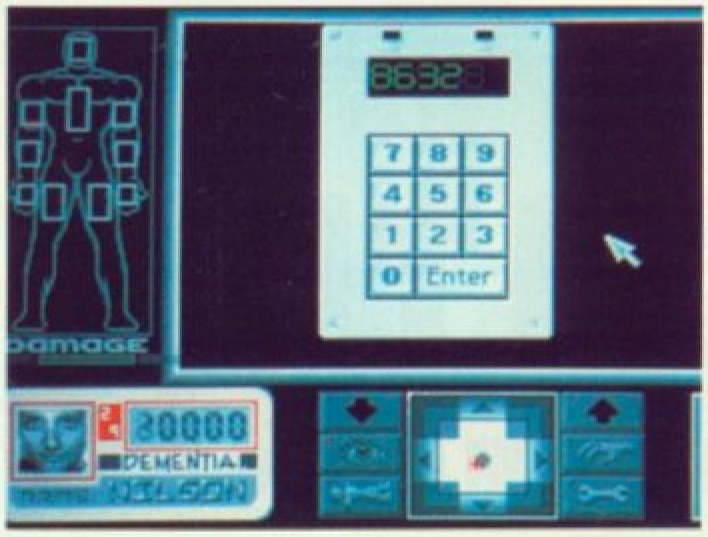
An annoying maintenance robot is the victim of a short temper on the part of this agent



These are some of the objects included in the game. The cylinders contain the embryo you are after

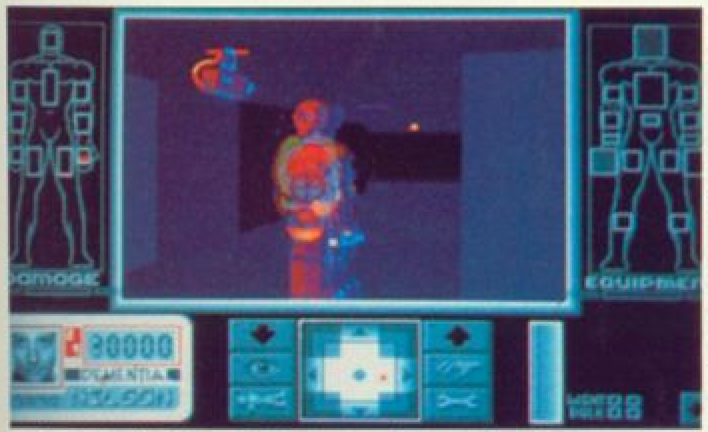
within a lift on the roof of the corporation building. Now is where the fun really starts. You will immediately be stunned by the three-dimensional graphics which realistic light and shadows. The lighting really is the most superb thing – the walls fade into the darkness and where there is a light source the surrounding area is more brightly illuminated. This is so much more atmospheric than the totally uniform lighting you get in other games of this type.

The next surprise is the movement. Have you noticed how other RPG characters seem to glide? Not these, they walk, giving rise to an appropriate sway in the visionary departments. You can also smoothly adjust your speed up to a run, and it is very easy to walk or run in a curve (rather than having to walk parallel to a corridor and then turn through ninety degrees). In fact I think the movement system is by far the best that I have seen.



Some doors can only be opened by use of a keypad. It is possible to decode the number with time – but that is one thing you don't have too much of.

Movement around the complex is achieved via lifts and doors. Some of the doors have number pads. A special system of lights makes it possible to decode the number, but there is an electronic pick to be found when you get bored of doing this.



The Image Intensifier shows up the heat patterns in surrounding objects

It is not only doors that hamper you, but a very active and very effective security system. Static elements like video cameras and infra-red beams are easily taken out with your laser – provided that you spot them first! Not so easy to deal with are the human and robot guards. They tend to shoot first and are not at all interested in asking questions at anytime. If you get hit, you get damaged in specific places which results in impairment and disability. For instance, if you get badly injured in a hand you are likely to fumble quite frequently.

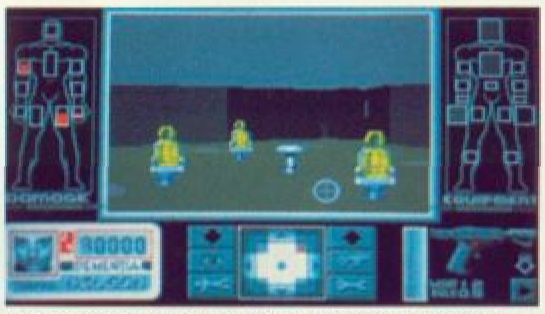
If you want some breathing space then you should hunt for the fuse box. This allows you to knock out the security system and the lighting. If you do this you will need to have found the Image Intensifier or Infra Red goggles first. It is just about possible to make out nearby objects in the dark, but you won't last long that way.

The manipulation of objects in corporation is, like the movement, implemented in a logical and user-friendly way. It is very easy to transfer items from pockets to your hands if you need them in a hurry (no messing about with separate inventory screens.

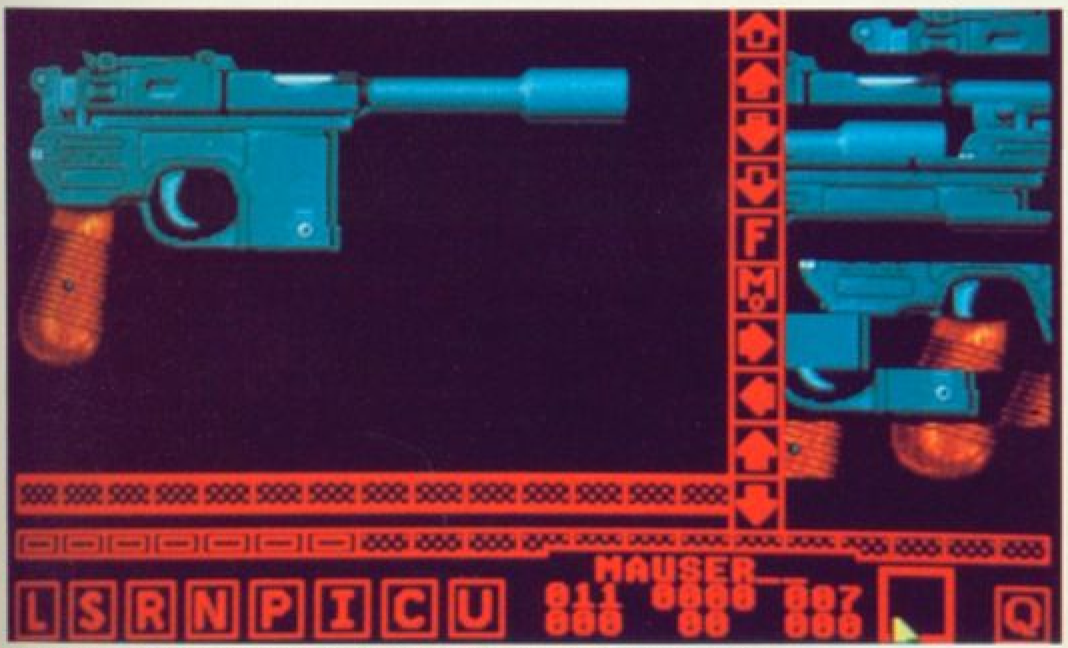
Eventually you are going to come across the pleasant beast that is responsible for all the fuss, and very impressive he is too. Like all of the characters in corporation he is extremely well animated and realistically lit. But it is no good just dispatching these nasty green creatures, you have to get at the embryos to finish them completely.

Corporation is undoubtedly going to be a winner. It is easily the most realistic computer-based RPG to appear to date, and consequently the most atmospheric. Additionally the balance between problem solving, general exploration, and combat is just about right, so the game should appeal to a wide range of players. An essential addition to your collection.

● **Laurence Scotford**



All of the objects in *Corporation* are superbly drawn, with particular attention to light sources



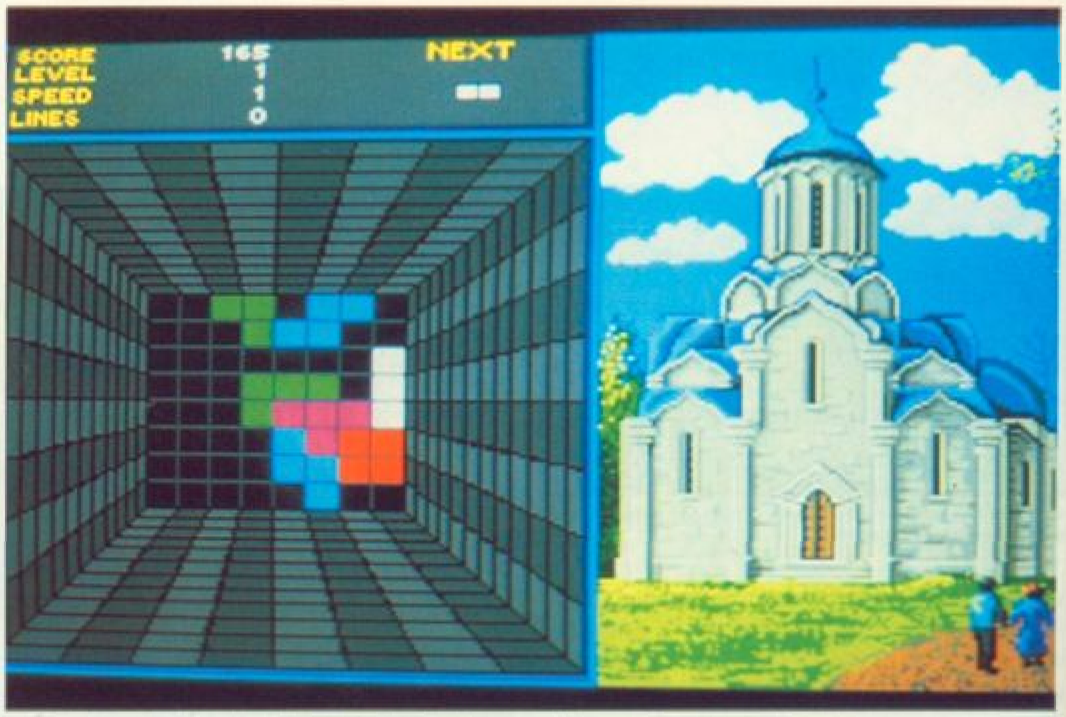
Just one example of an impressive range of weaponry and equipment to be found in the game

PERSONALISED GAMES

As well as being a superb game in its own right, *Corporation* is also the first game to feature what may well become a new craze – personalised characters. Send your copy of the game back to Core with a mugshot and some personal details, and they will incorporate them in you copy of the game. Your face appears on the ID card in the corner of the screen, along with your name, and your character's skills will match those that you possess. Even the height at which you view the game is set to match your own height. Now that's really what I call getting into a game!

WELLTRIS
TM

Welltris was designed in Russia, produced in America by Spectrum Holobyte and sold by a French software house!



Tiles fall down the four walls of the well and land in the centre of the screen. Just to make life hard though, you can only rotate them as they fall, so if you're too slow you could be in trouble...

WELLTRIS

Infograme's successor to *Tetris* delivers a whole new dimension of gameplay...but does that mean it's any better?

Tetris, as if you didn't know, is a Russian puzzle game, which involves sliding different shapes of tiles down the screen and trying to make them interlock (rather like a jigsaw puzzle). If you manage to get a complete line full of tiles, then that line disappears. Game over is when all the broken lines reach the top, therefore preventing any more tiles from falling onto the display. Strange how a simple idea like that could make gamesters froth at the mouth and bank managers faint with excitement. But it does, and the general idea is that *Welltris* will have the same effect...

Welltris takes the basic *Tetris* formula and spins it on its head – literally. This time the viewpoint is from above, as if looking down a square well. Tiles fall down the sides of the well and you have to rotate and position them as they fall so that they make a horizontal or vertical unbroken line on the bottom. When this happens, the full line disappears as in *Tetris* . The difference is that if you get a tile stuck up one of the walls of the well because there's no room for it at the bottom, then that wall turns red and you cannot move any tiles onto it for the next minute or so. Game over is when all 4 walls are red.

Right, that's the idea, but how does it play? First impressions are the same as you probably feel right now after reading the above – very confused. But once you've got into the game, you realise that it is just as good as *Tetris* but with much greater depth; you are after all dealing with lines in two dimensions now instead of just one. Graphics are first rate for a puzzle game, and are pleasing to the eye. Music is good technically, but the tunes are a selection of ancient Russian folk songs (i.e. reach for the mute button). One of them is actually a Russian rock song, but on this showing I don't think British bands have much to worry about for the next fifty years or so.

Sadly, even though I feel that *Welltris* is superior to *Tetris* in some respects, I can't see it doing as well as the original, simply because of the time it takes to get into it. All I can say is that if you liked *Tetris* then this game is definitely for you, but if you haven't played *Tetris* (is there anybody out there?) then try out the original before this one. Perseverance will reveal a classic puzzle game – certainly the best to date this year.

● Nick Baynes

THE FOLLOW-UP EFFECT

Remember Lords of Midnight? A classic game on the Spectrum that combined very simple gameplay with a sizeable strategic challenge and revolutionary new graphics routines ('landscaping').

This Mike Singleton blockbuster was scheduled to be the first of a trilogy and punters eagerly awaited the second instalment. *Doomdark's Revenge* duly followed. It was a superior product to *LOM* in many ways – larger map, more complex gameplay, enhanced programming techniques. It was also not nearly so well received.

The fact is that *LOM*, rather like *Tetris*, succeeded so spectacularly because it WAS simple, and it WAS the first of its kind. Succeeding 'improvements' muddied the water and never lived up to the beautiful simplicity of the great original. The same may well turn out to be the case with *Welltris*. Yes, it IS an improvement on *Tetris* in many ways, but if it has a similar impact on the gamesworld we'll eat the ACE 1990 Christmas Special (and boy, that will take some eating!).

RELEASE BOX

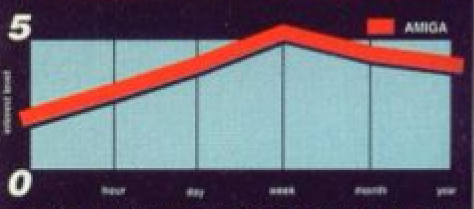
ATARI ST	£24.99dk	TBA
AMIGA	£24.99dk	IMMINENT
SPEC	£9.99cs £14.99dk	TBA
C64/128	£9.99cs £14.99dk	TBA
AMSTRAD	£9.99cs £14.99dk	TBA
IBM PC	£9.99cs £14.99dk	OUT NOW

AMIGA

Even though it doesn't stretch the Amiga to the limit, it will certainly stretch you – both your brain and your eardrums. Bad sound is a relatively minor complaint which doesn't really affect an otherwise brilliant game.

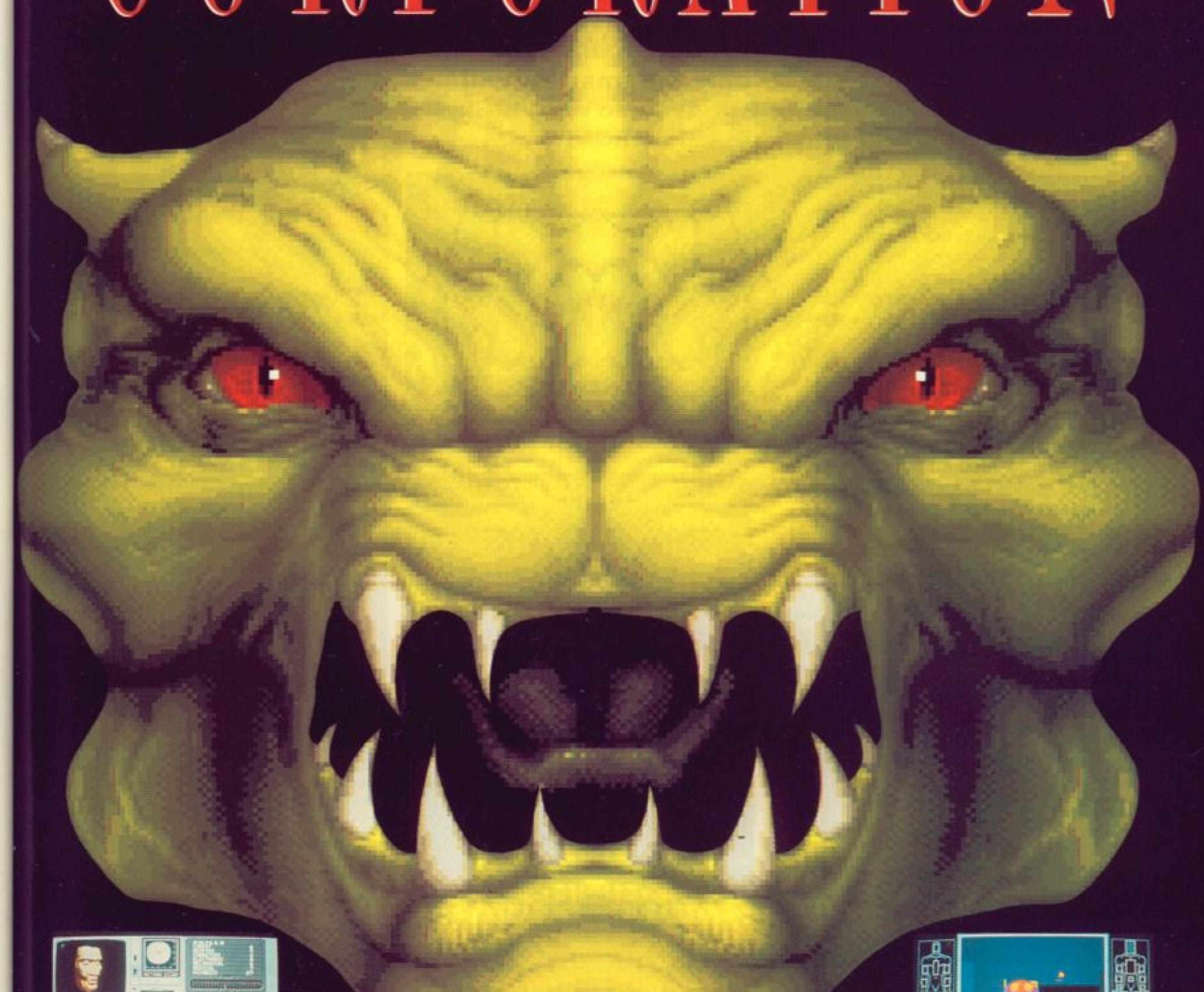
GRAPHICS	7	IQ FACTOR	8	ACE RATING
AUDIO	4	FUN FACTOR	9	901

PREDICTED INTEREST CURVE



This is a worthy sequel to the greatest puzzle game of all time- it will take a lot of hard work to get in there, but once you're in, you won't want want to come out!

CORPORATION



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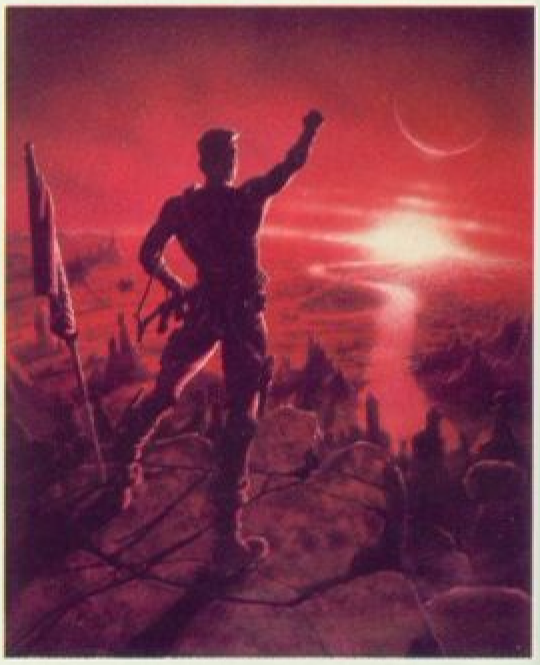
- Total freedom of movement throughout a 3 dimensional environment.
- 16 levels played over an area of 1,296,000 ft^2.
- Featuring a unique self-portrait digitized image (see pack for details).

SUPREMACY



In a tough universe only the smartest will survive – so say VIRGIN MASTERTRONIC

Somewhere out there in the far reaches of the universe something nasty is waiting for you. And while it waits it grows stronger, and its alien mind plots and calculates. Between you and it there can be no quarter. It wants what you want... total domination of space!

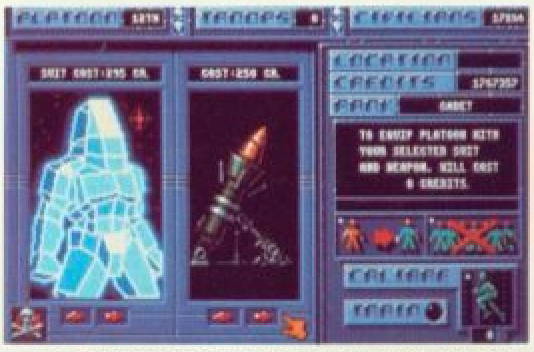
Sound like a plot for a science fiction movie? Well it could be, but it is also what *Supremacy* is all about. You and an alien leader begin at either end of a universe containing up to thirty-two planets. Your aim is to capture your opponent's starbase before he gets yours.

This involves making some very difficult decisions under pressure. How much do you tax the citizens of the planets you own? How many mining stations and food processors should you build? How soon should you start building up and training armies?

The one thing you certainly will need are resources, and you can only get those by terraforming the dead planets that lie between you and your opponent. But you'll have to be quick. He wants them just as badly as you do.

Supremacy is an absorbing strategy game which will present the player with a long term challenge on many levels. Look out for a full review next month.

● **Laurence Scotford**



TO EQUIP PLATOON WITH YOUR SELECTED SUIT AND WEAPON, WILL COST 0 CREDITS.

This screen is for building up your troops and outfitting them. The armour and weapon on display here are very effective and very expensive.

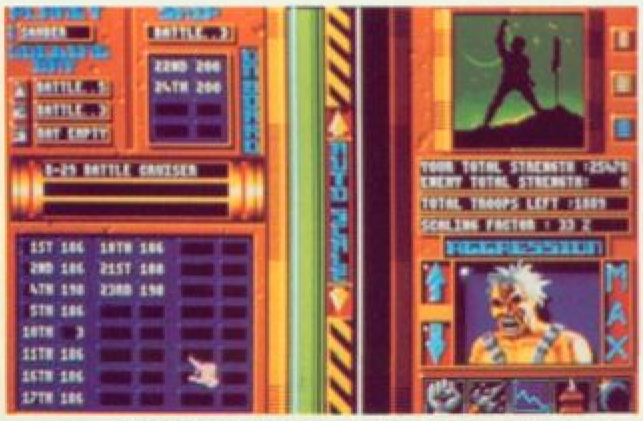
RELEASE BOX		
ATARI ST	£29.99dk	SEPT
AMIGA	£29.99dk	SEPT
PC	£29.99dk	NOVEMBER
No other versions planned.		

BOX HEADING

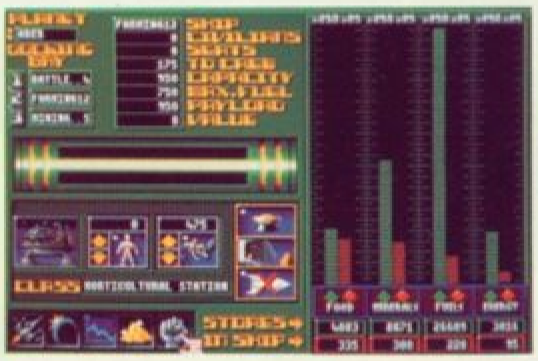
Nick Bruty (left) and David Perry (right) are the duo responsible for *Supremacy*. Nick produced the stunning graphics while David endured sleepless nights perfecting the code. *Supremacy* is their first game on the Amiga.

During some seventeen months of development the game has been 'playtested and tweaked to death' says David. The source file for the game is three quarters of a megabyte long while the graphics consume another 728k of memory. Incredibly this has all been compressed to the extent that it fits into a 512k machine.

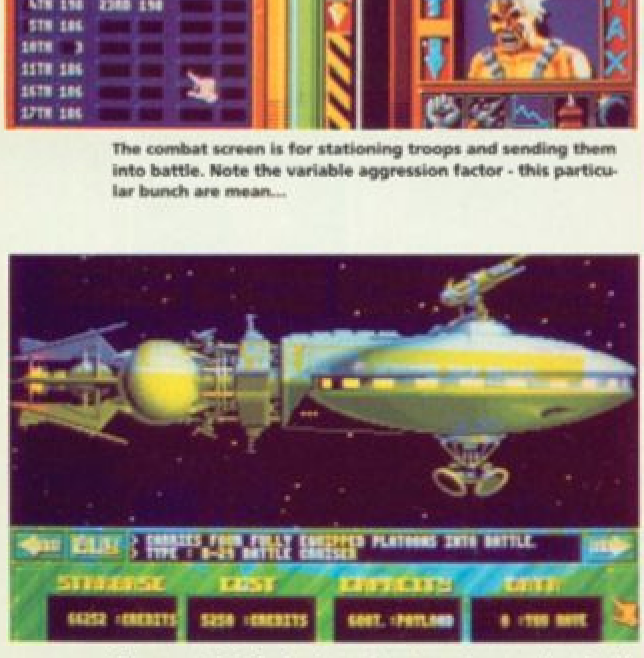
The pair find it quite amusing that everyone who has playtested the game has adopted a totaly different strategy, which perhaps says something for the excellence of the concept behind *Supremacy*.



The combat screen is for stationing troops and sending them into battle. Note the variable aggression factor - this particular bunch are mean...



The ships and facilities that you purchase can't run themselves. This screen allows you to crew them and allocate your precious resources.



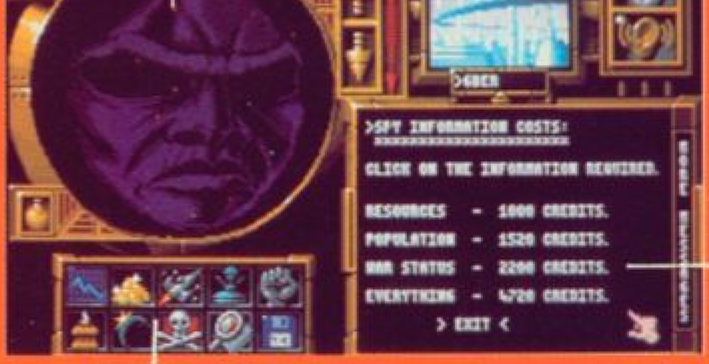
CARRIES FOUR FULLY EQUIPPED PLATOONS INTO BATTLE. TYPE : B-29 BATTLE CRUISER

There are lots of tasty pieces of equipment you can buy to aid your conquest. This battle cruiser is essential for transporting troops to other planets.

The circular scanner shows all the planets in the universe. As your opponent captures more planets his image becomes stronger

This is a video window which shows activity on the currently selected planet

Time is ticking away constantly. Even if you sit back and twiddle your thumbs, your opponent certainly won't



```
>SPY INFORMATION COSTS:

CLICK ON THE INFORMATION REQUIRED.

RESOURCES   -  1000 CREDITS.
POPULATION  -  1520 CREDITS.
WAR STATUS  -  2200 CREDITS.
EVERYTHING  -  4720 CREDITS.
          > EXIT <
```

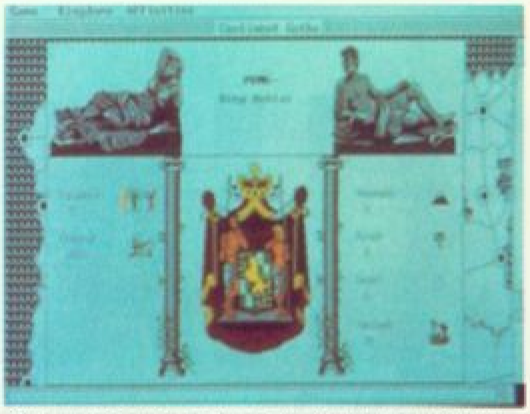
The game can be paused, which can be handy if you need time to reflect. You can also turn off the atmospheric sounds if you get so engrossed that you are still playing into the early hours

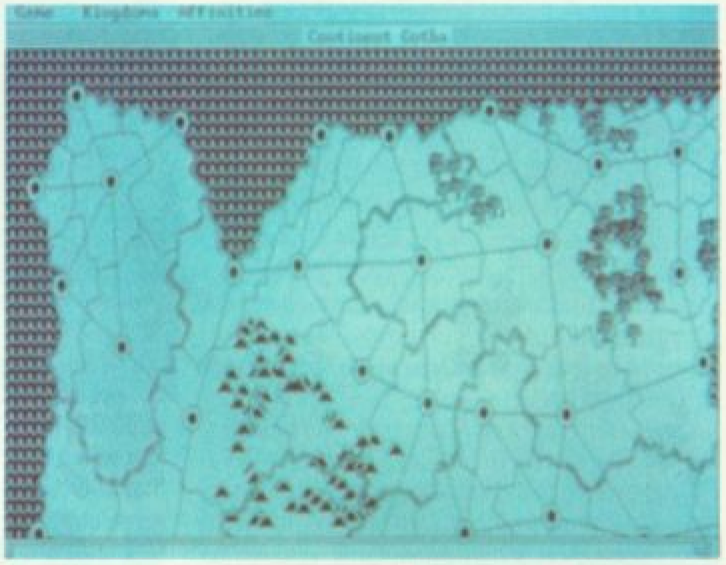
The message window keeps you up to date with all the events in the game. At this point you are about to indulge in a spot of spying.

These icons call up all of the other screens in the game. Once you have been playing for a while you will also discover ways of getting between screens without returning here

THE GLOBAL DILEMMA: GUNS OR BUTTER

Can you balance a wartime economy and succeed in conquering the world? Find out with MINDSCAPE


You can check on the status of any of your principalities by clicking on it's capital


Pretty good for a randomly generated continent isn't it? The double lines show the borders you are attempting to expand

Chris Crawford has made a name for himself as the designer of what might well be labelled as games for the thinking man (or woman). *Guns or Butter* reinforces this reputation. It is something of a sequel to the the highly acclaimed game *Balance of Power*. In the latter you had to manage the same sort of economic and diplomatic factors that are faced every day by world leaders.

Guns or Butter is also all about the complexities of managing economies, but in this case, rather than trying to achieve a stable political situation, your aim is to conquer the rest of the world. To do this you must make some difficult decisions. How much of your country's resources can you afford to channel into the war effort? Remember, you have to keep your population fed as well.

Unlike *Balance of Power*, *Guns or Butter* is not set on Earth. Instead, randomly generated continents are used. These are divided into countries, which are sub-divided into provinces, each of which has one town. Some of the provinces are linked by roads, and some are not. There are, of course, natural features like mountains, forests, and deserts, which can hamper any armies about to indulge in a spot of conquering. One thing you won't find in the game are rivers, nor is the sea of any importance. To avoid over-complicating the game, naval warfare has been completely ruled out.

Play is divided into four or five phases, depending on whether you play the Beginners, Intermediate, or Expert game. The Economic phase is the most crucial one because it is at this point that you manage your available resources and manpower. This is achieved by adjusting the percentage of your labour force that you devote to the production of essential commodities, from lumber through farm tools to weapons. Of course, everything is interrelated, and if you build up the work force that is producing farm tools, then you may also have to increase the size of the work force producing lumber and pig iron, both of which are needed to manufacture the tools.

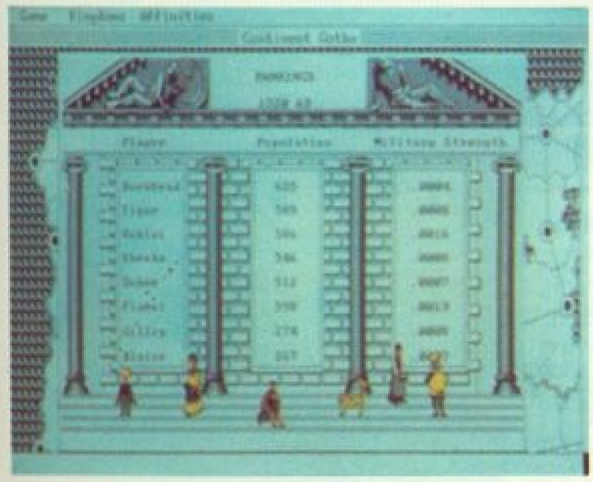
The size of your force allocated to food production is fixed (your population needs to eat after all). But if you balance your economy well you will find that a surplus of food is generated, which in turn leads to a faster population growth. And the more people you have, the more commodities you can produce and the larger your armies can be. There are two sides to the coin though – get things wrong, and all of a sudden you've got starving people on your hands, and production problems to boot.

Once you have managed to build up some substantial armies, you can start making use of the military phase. This allows you to move armies between your own principalities (into those that border with other players, if you've got any sense). You can also move your armies to attack another country. The outcome of the combat is determined by the computer and either your army will be wiped out completely or you will expand your country by one principality.

If you choose to play the expert game you can always try a little diplomacy by forming leagues against a particular player. This allows you to make use of the resources of another player's country, and vice versa.

While being easy and fun to play, *Guns or Butter*, like Chris Crawford's other games is both thought provoking and instructive. It will appeal to those involved in education, but should also win some fans among game players in general. If you fancy something that actually requires the use of your brain then give this a try.

● **Laurence Scotford**


A good measure of how well you are doing is your population growth, but this does not necessarily equate with milary strength

RELEASE BOX

PC	£34.99dk	OUT NOW
MACINTOSH	£34.99dk	AUGUST

No other versions planned.

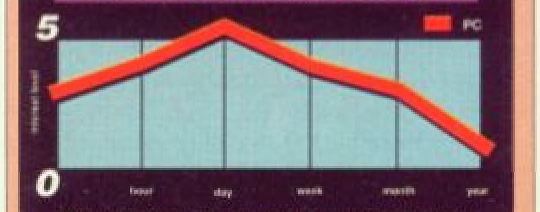
PC

All popular graphic modes are catered for, although colour is only ever used sparingly. This doesn't really matter since the presentation is clear and attractive throughout the game. The sound effects are quite humorous (listen out for the sound of the armies marching from one country to another). Control is via mouse or keyboard (although a mouse is definitely recommended).

GRAPHICS	7	IQ FACTOR	8
AUDIO	5	FUN FACTOR	7

ACE RATING **850**

PREDICTED INTEREST CURVE



Although the game is not too complicated, there is a fairly slow learning curve. Your first couple of games may be quite frustrating as you try in vain to get your economy balanced. Experiment will pay off, however, and you will soon be conquering worlds quite happily. The choice of levels to play at, and the randomness of the continents will keep your interest for some time.

KHALAAN

A new strategy game that is RAINBOW ARTS answer to the Arabian Knights

This prolific German software house seems to be making a rather valiant effort to repopularise the *Dictator* type strategy/management game of yesteryear. Towards the end of last year they released *Day of the Pharaoh*, a very graphic strategy game with arcade elements. In that game your aim was to progress from being a poor undistinguished nobody to taking your rightful place as Pharaoh. This was achieved by trading, worship, battle, and the odd political marriage.

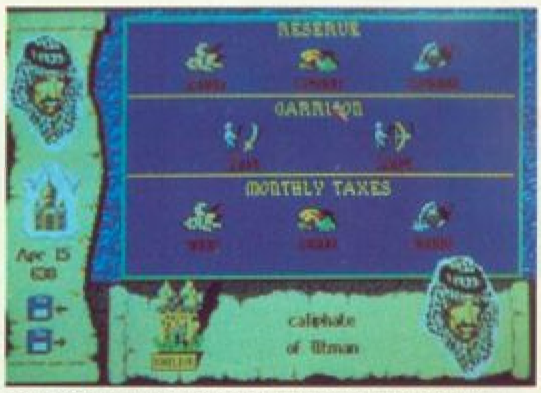
In Khalaan the location moves from Ancient Egypt to Persia. On this occasion you begin in a slightly more elevated position as one of the four Caliphs who rule over the empire of Khalaan. The four caliphs, Abu Bahr, Utman, Umar, and Ali 'the unpredictable', are all struggling for control over Khalaan. An old sage has predicted that an alien intruder will invade the land and that only the caliph who averts this threat deserves to call himself the Grand Caliph of Khalaan.

Your aim then is to use your skills and all the resources at your disposal to outdo the other Caliphs and become Grand Caliph of Khalaan. Like *Day of the Pharaoh, Khalaan* employs a graphic interface, so all of the commands are issued via a pointer (and mouse if you have one). The game runs in real-time so the days are ticking away while you are making decisions.

The main screen shows a portion of the Kingdom of Khalaan, and by using a scroll bar you can view any other part of the empire. If an event occurs, like an independent citadel being attacked, the map changes to show the area of action, and a report box appears.

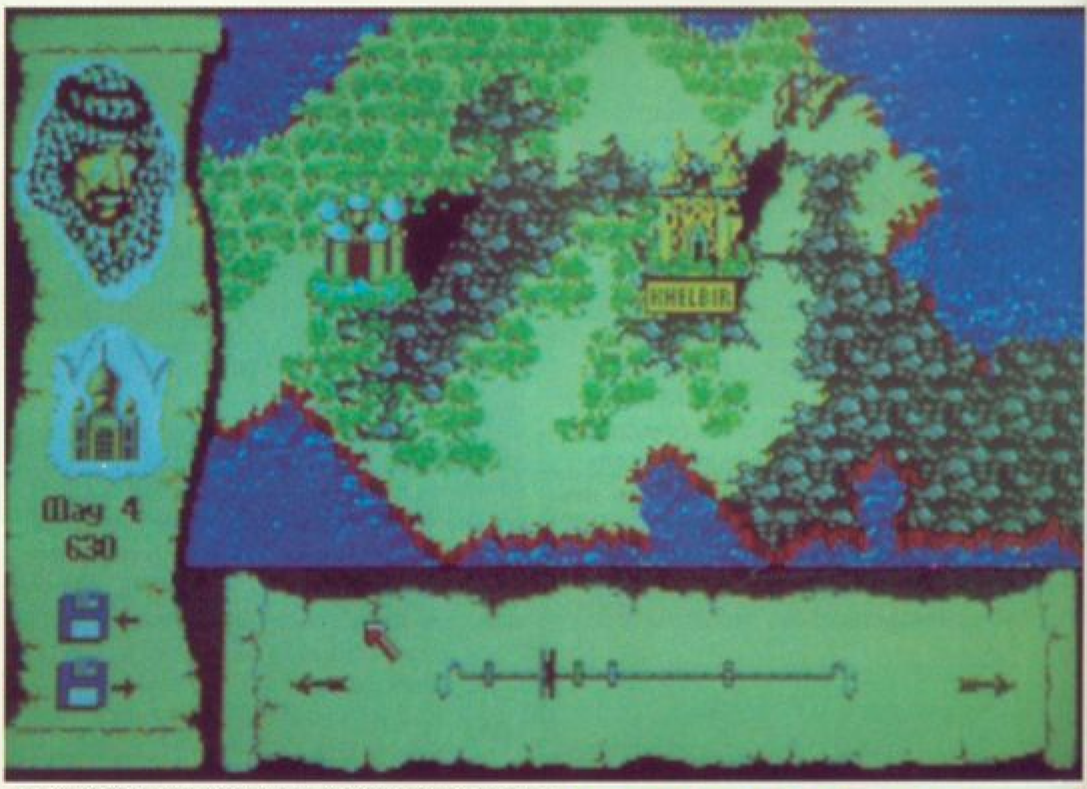
By clicking on the image of your caliph you can get an up to date report on your current status. It is quite important to monitor this frequently – the last thing you can afford to put up with is a disgruntled populace. You begin with a certain amount of wealth measured in Gold, Food, and Water. You will have to keep this wealth growing in order to set up trade caravans, and fund your armies.

Caravans and armies are both established by transferring goods, funds, and men from your castle. An icon will then appear outside your fortress. By clicking on this you can set your caravan or army off in the required direction. It soon becomes apparent that the efficient handling of armies and caravans is essential if you are to succeed in this game. Armies are needed to conquer independent fortresses and resist the intruding armies. But to raise and maintain armies you need funds, and these can only be acquired through successful trading.



Much of the game is based around the trading of food and water

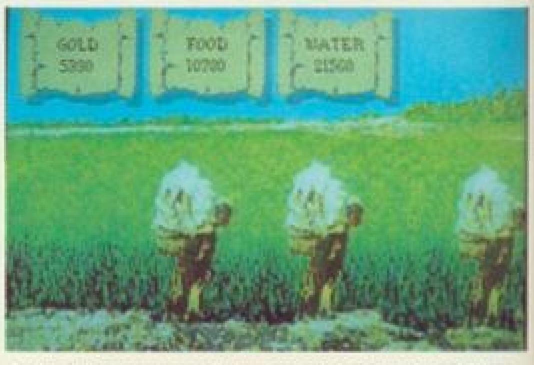
Another feature carried over from *Pharaoh* is the use of action sequences. These occur whenever you are involved in an offensive against an opposing force on either sea or land. The problem with the action sequences in *Pharaoh* was that after doing really well with the management/strategy side of the game you can lose all through being a bit tardy with the joystick or mouse. Unfortunately *Khalaan* suffers from the same problem. The action sequences are quite attractive, however, and can be mastered with a little practice.



A portion of the empire of Khalaan in which your citadel is sited

Khalaan is another brave attempt to combine the complexities of the strategy/management game with the immediacy of arcade type action. The whole looks very nice but, as with *Pharaoh*, it doesn't quite come together. It is the sort of game from which you will reap rewards if you persevere, but don't expect to be able to go charging in there from the moment you get it out of the packaging.

● **Laurence Scotford**



At the end of every month you are given a summary of your current stocks

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AMIGA	24.99dk	IMMINENT
PC	£24.99dk	OUT NOW

No other versions planned.

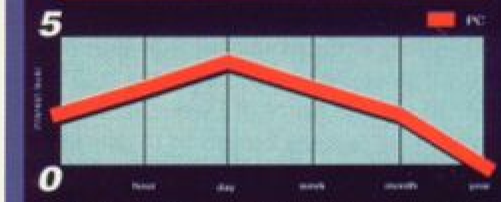
PC

The VGA graphics are extremely polished, with some nice digitised backgrounds on some screens. They are complemented by the usual pathetic bleeps, but in this type of game you can put up with them. Control is fine if you have a mouse, but a pain if you are using the keyboard or a joystick.

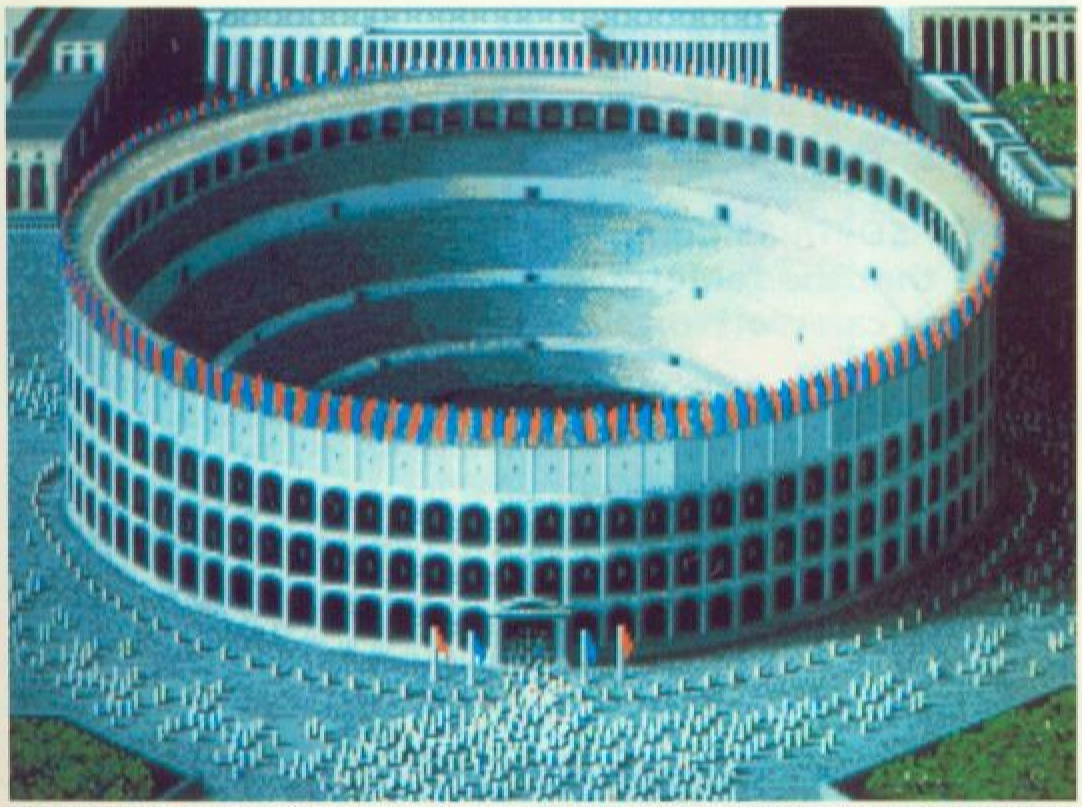
GRAPHICS	8	IQ FACTOR	7
AUDIO	3	FUN FACTOR	6

ACE RATING **650**

PREDICTED INTEREST CURVE



It will take you some time to get accustomed to the way the game is played, and to get proficient enough at the action sequences. Then, the amount of time you spend on it will depend on whether or not you find the strategy/action mix appealing. I can't really see it holding your attention for long though.



The impressive collosium which you have to buy before holding any tournaments- afterall, you've got to have somewhere to put the punters!

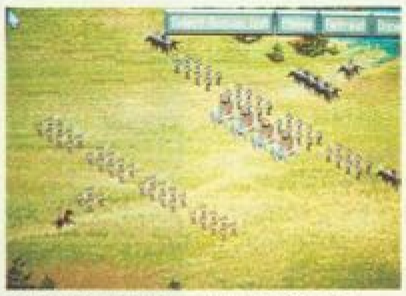
CENTURION DEFENDER OF ROME

Electronic Arts gave the designer of *Defender of the Crown* a job. Here's what he gave them in return...

Defender of the Crown, released by Cinemaware, was generally acknowledged as setting new standards for 16-bit graphics and sound, but was roundly criticised (in its Amiga guise at least) for a distinct lack of gameplay. *DOC* designer Kellyn Beck set about producing a new, more playable version of his distinctive strategy package and the result (previously previewed in ACE 31) has now arrived from Electronic Arts.

It's not just the word 'Defender' in the title that the two have in common either. The gameplay in *Centurion* is also reminiscent of the earlier game. You're a young Roman officer, whose job is to go around from country to country, conquering them as you go, until you rule the world. At the same time you are expected to keep your subjects satisfied with your rule by holding regular events, such as chariot racing and gladiator fighting.

These are really just simple subgames which don't affect the main scenario, but they're a welcome break from the action nonetheless. Most of your attention, however, is likely to be devoted to the battles. These are tactically far superior to the confrontations in *Defender of the Crown*. The view is top-down with the soldiers, elephants, and horses in their various positions. You can dictate the manner in which the troops are drawn up and the tactics they will follow. There is also a circle depicting the Commanding Officer's sphere of influence (no radios in those days) and within that circle you can issue direct commands to your troops. The battles are not done on a turn basis, so you can issue commands at any time and see them being carried out.



The battle field, where even the best laid plans can go wrong.

You can also fight at sea, in your galleons. This tends to be a bit more exciting as you actually manoeuvre the boat yourself to gain advantages over the enemy, so victories are more satisfying and defeats more frustrating.

Graphics are very well drawn and beautifully coloured in VGA mode. They have a definite *Defender of the Crown* look to them, but if anything create a better atmosphere than the Cinemaware offering. Music, although hardly brilliant in standard PC mode, is a nonetheless tuneful Rob Hubbard composition, which adds to the already film-like presentation. And, oh yes, in true *DOC* style you also get to seduce Cleopatra. But the less said about that, perhaps, the better.

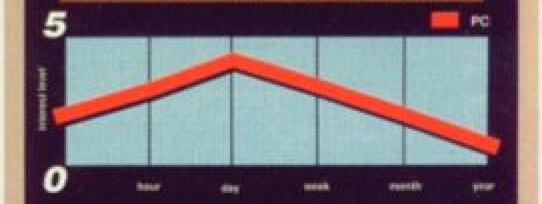
Strategy games are rapidly improving in the presentation department these days. *Centurion* is no exception, containing far more gameplay and lasting appeal than its famous predecessor.

● Nick Baynes

PC

This is a polished product that sparkles with potential, but unfortunately fails to deliver what is promised. It is still a vast improvement over *Defender of the Crown*, but is only recommended to dedicated strategy fans.

GRAPHICS	8	IQ FACTOR	7	ACE RATING 750
AUDIO	5	FUN FACTOR	7	



After allowing a little while to get into the game, you will find yourself absorbed in Roman affairs. Unfortunately this won't last long, but you may return to it again on and off to renew your acquaintance with Cleopatra!

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AMIGA	£TBA	TBA
IBM PC	£24.99dk	OUT NOW

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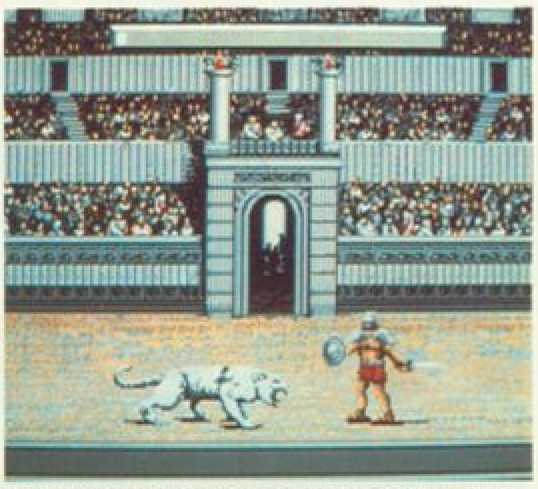
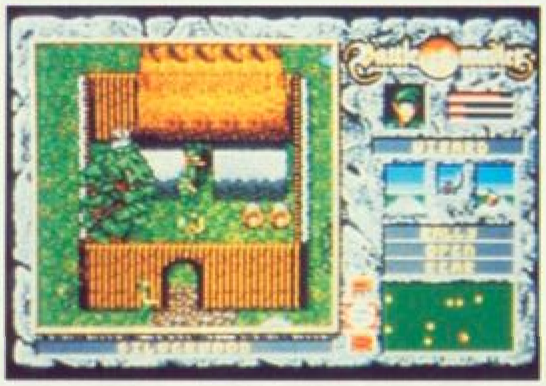


Now you've got a stage, you need some performers......enter the gladiators!

BATTLE MASTER

MIRRORSOFT/PSS demonstrate that the tabletop skirmish can work on the computer too

Players of Role Playing Games like *Dungeons and Dragons*, and of traditional tabletop fantasy wargames like *Titan*, have for some time been able to indulge their habits with a computer as well as by conventional methods. But if you are one of those people who enjoys playing tabletop skirmishes with miniatures (the Warhammer rules are one of the more well known examples of this), then up to now there has been very little development of this type of game on computers.



Impressions have gone some way towards redressing the balance with *Rorke's Drift* (reviewed on page 52), but this is based on a real scenario. *Battle Master* is a fantasy skirmish game in which the central, commanding figure of a group is controlled directly and influences a number of followers – not as detailed as the real thing, perhaps, but a move in the right direction anyway.

The game is in campaign form over a land peopled by humans, elves, dwarves, and orcs. It is split into a number of scenarios, each of which may involve combat, problem solving, or negotiating.

You can elect to play one of several leaders from each race. You have a number of followers who, though they are not directly under your control can be given broad commands to influence their actions and their formation. Your ultimate aim is to collect four scattered pieces of crystal and return them to a central location known as the Watchtower. To do this you will have to rely on a lot of combat, but there is plenty of thinking involved too.

Battle Master is an interesting departure for PSS, and one that is welcome if it encourages more players to investigate this genre.

● Laurence Scotford

RELEASE BOX

ATARI ST	£24.99dk	OUT NOW
AMIGA	£29.99dk	IMMINENT
PC	£29.99dk	SEPT

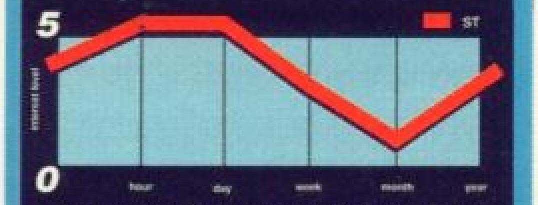
No other versions planned.

ATARI ST

The individual characters are small, but detailed, and this allows a lot of action on screen at once. On the whole the animation is good, although the scrolling is a little jerky. Sound is limited to spot effects, but all these are quite amusing.

GRAPHICS	7	IQ FACTOR	6	ACE RATING
AUDIO	6	FUN FACTOR	7	800

PREDICTED INTEREST CURVE

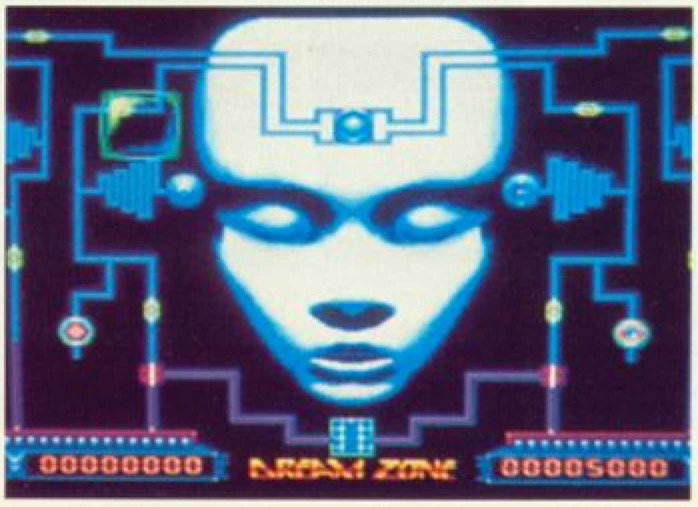


It is not too difficult to get into the swing of the game, and then you will enjoy bashing your way through scenarios for some time. Your interest will wane after you've played through a large part of it, then you will probably just come back for the occasional game.

EKSTASE

VIRGIN MASTERTRONIC/CRYO's seriously weird android programming game

I must admit to being a major fan of off-beat games, many of which seem to come from France these days – witness, *Kult* and *Purple Saturn Day*. This game, from French team Cryo is about as strange as they come, and, not surprisingly, was created by the some of the old Ere Informatique team responsible for the former two examples.



The idea is to program the brain circuits of a female android. There are eight stages to the game, which each control different aspects of personality. For instance, Dream Zone controls dreams, while Idea Stimulus affects creativity. Most bizarre, and most difficult is Droid Ecstasis, described as a 'state of bliss akin to RESET...' (Well, I did tell you it was strange).

Programming each stage involves allowing electrical impulses to travel through a neural network to the brain. Initially this means using a cursor to clear the route through. There are, however, virus nests which release viruses. These may destroy fuses which then have to be replaced. This involves turning a shunt to redirect an impulse to the fuse factory.

Ideally this a two-player game, with both players competing to complete the circuit first, but if you are playing alone, a player simulator stands in for the other player and adapts itself to your tactics.

Ekstase is a highly original game which will appeal to those who like a bit of frantic thinking. Be warned though that it is a game you will either love or hate, so it might be a good idea to see it in the store first.

● Laurence Scotford

RELEASE BOX

ATARI ST	TBA
AMIGA	TBA
PC	TBA

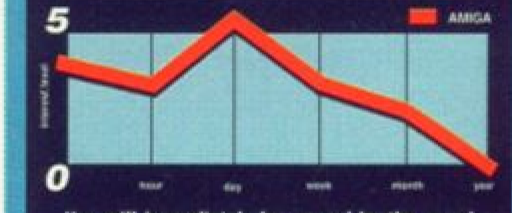
No other versions planned.

AMIGA

A highly colourful game and frantic game. The animations of the androids face are superb, and the same goes for the soundtrack, which is up to the usual French excellence in this department.

GRAPHICS	7	IQ FACTOR	7	ACE RATING
AUDIO	8	FUN FACTOR	7	790

PREDICTED INTEREST CURVE



You will immediately be wowed by the soundtrack and the graphics. Then you will experience a little frustration as you develop some playing technique. I have a feeling that this is the sort of game you will love for a couple of weeks, and then will forget about for quite a while.

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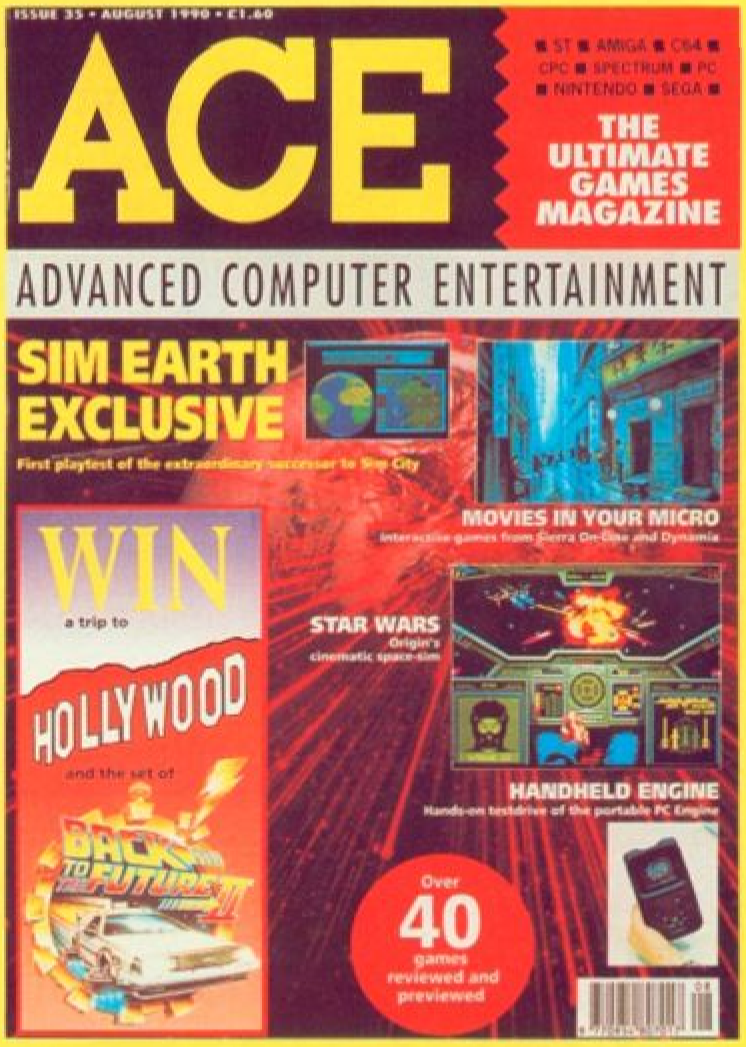
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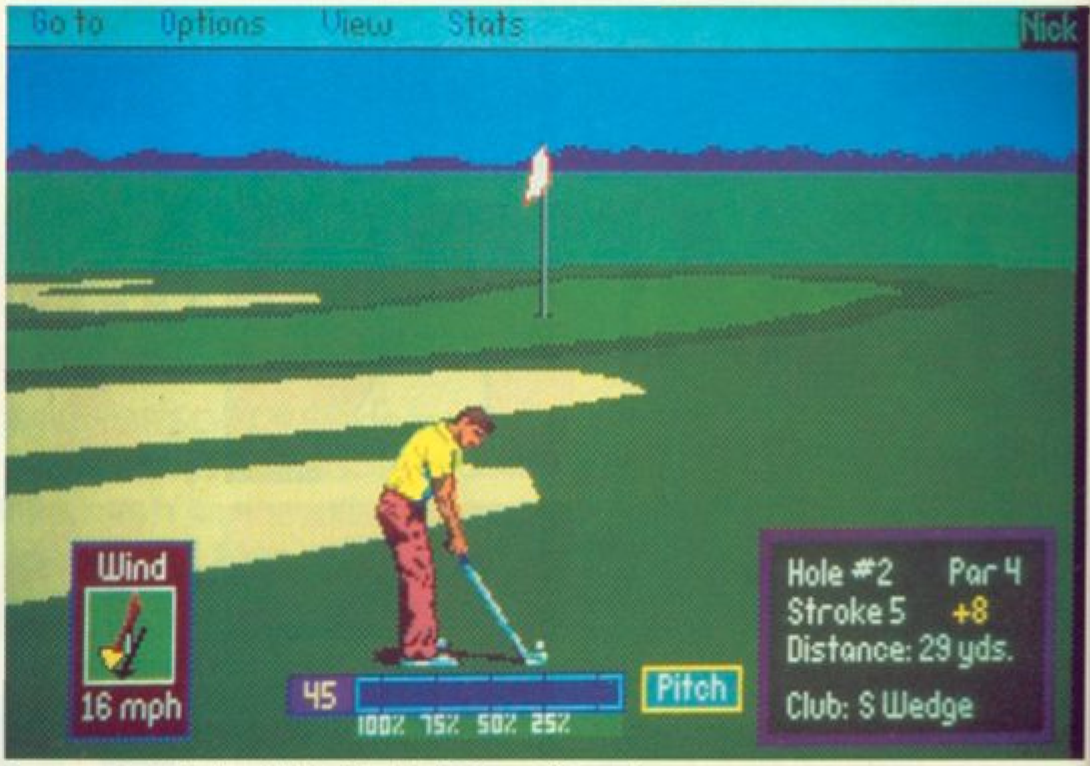
PGA TOUR GOLF

A chance for armchair golfers to play a round with ELECTRONIC ARTS and the PGA



Hole #2 Par 4
Stroke 5 +8
Distance: 29 yds.
Club: S Wedge

Every course is realistically modelled on the original PGA competition event

This latest simulation in a long line of licensed golf products is also the best of the bunch. Unlike the simulations sponsored by Jack Nicklaus and Greg Norman, this one carries the endorsement of the Professional Golf Association. There are four courses to play – Sterling Shores, Avenal, Sawgrass, and PGA West. The computer simulation accurately models each of the four courses, and as they have all been designed for top professional players, none of them is easy.

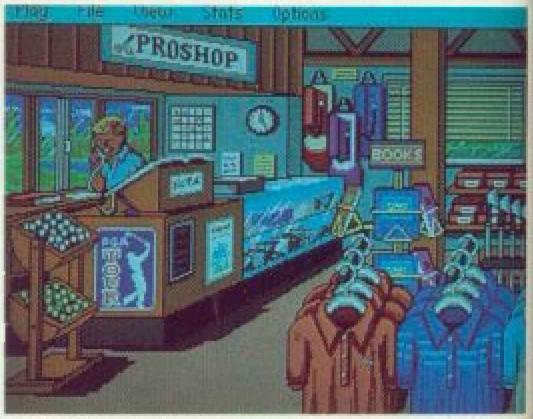
There are plenty of options in *PGA Tour Golf*. You can begin on the driving range or the putting green for a bit of practise before you play your first round. This allows you to get used to the method used for playing each shot. A bar chart at the bottom of the screen shows a percentage range. Click the mouse or joystick button to start your backswing and an indicator will quickly climb along the bar. When it reaches the power you require you click again and the indicator moves back down the bar. You wait until it reaches the shot line and then click to play the shot. Clicking to either side of this line allows you to hook or slice the shot to varying degrees. It is also possible to overdrive a shot by letting the bar go beyond 100%, but doing this will also accentuate any hook or slice as well as influencing the distance.

A wind indicator shows the continually changing wind speed and direction. It is worth keeping an eye on this, especially on some of the holes where accurate placement of the ball is required.

One of the nice features of *PGA Tour Golf* is the fly past of each hole. Beginning at the pin you are given a view right down the fairway to the tee. An overhead view of the course can also be called up at any time during play.

Another strong point of this particular simulation is the way that the green is presented. Before each putt is taken you are shown a 3D contoured view of the green which shows all the ridges and slopes, allowing you to calculate the power and line of your shot more effectively.

Once you've played a few practise rounds and are reasonably confident of your ability, you can enter a tournament. Play is identical to the practise round except that your performance is measured against the computer controlled players in the tournament, and every now and then a news bulletin informs you of the progress of the other players. Between holes the leaderboard is shown so that you can monitor your progress.

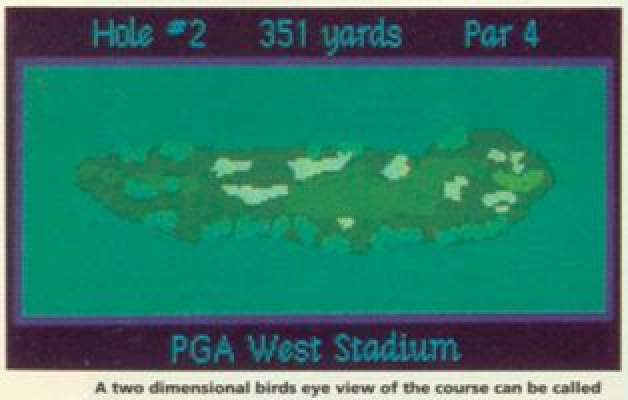


The Pro Shop is where you can select your course and options or get some practise in

PGA Tour Golf is perfect for beginners and players who are used to the real thing. It is possible to learn just the fundamentals of play and let the computer take care of the tricky bits like selecting clubs or, if you prefer, you can do it all yourself.

This is easily the best computer simulation of golf to appear on popular micros. It is thoroughly recommended to both experienced golfers and new players alike.

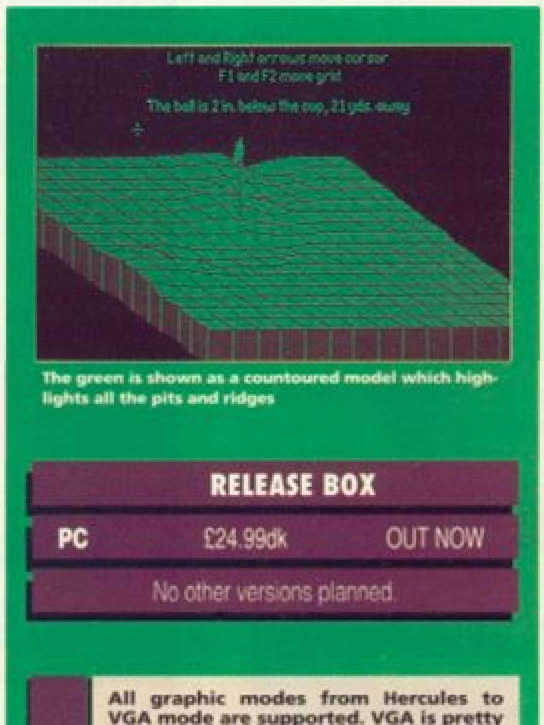
● Laurence Scotford



Hole #2 351 yards Par 4

PGA West Stadium

A two dimensional birds eye view of the course can be called up during play



Left and Right arrows move cursor
F1 and F2 move grid
The ball is 2 in. below the cup, 21 yds. away

The green is shown as a countoured model which highlights all the pits and ridges

RELEASE BOX

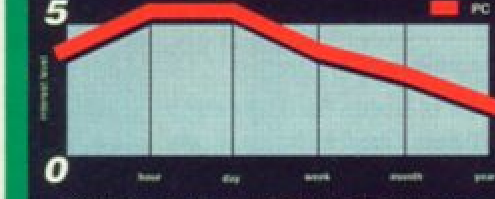
PC	£24.99dk	OUT NOW
No other versions planned.		

PC

All graphic modes from Hercules to VGA mode are supported. VGA is pretty spectacular with colourful panoramic views down the fairway. Reasonably good use is made of the PC's tinny speaker, but *Roland*, *AdLib*, and *CMS* sound boards are also supported. Control can be from mouse, joystick, or keyboard, and is very simple in all three cases. A superb game all round.

GRAPHICS	8	IQ FACTOR	8	ACE RATING
AUDIO	5	FUN FACTOR	5	905

PREDICTED INTEREST CURVE



Your interest will immediately be captured by the polished presentation and range of features. Maximum interest will come when you have become accustomed to the way the game is played in this sim. Your interest will last too. You will come back to this time and time again.

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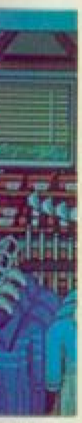

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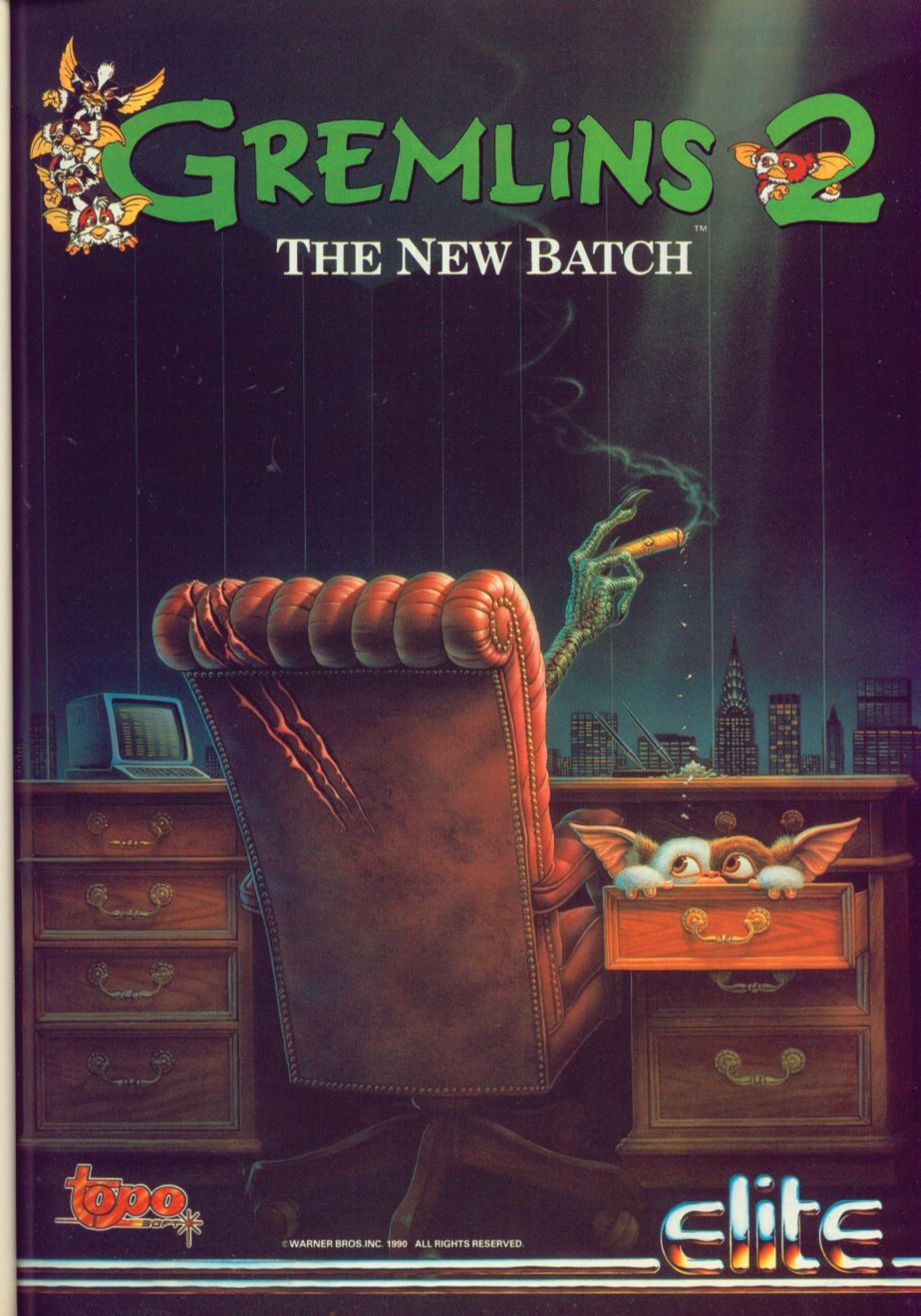
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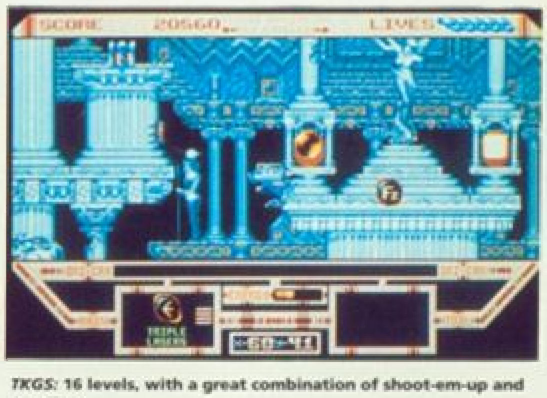
THE KILLING GAME SHOW

A quick preview of Psygnosis' latest weapon in the gameplay war...



TKGS: 16 levels, with a great combination of shoot-em-up and puzzling.

Psygnosis, renowned for the technical excellence of their products, have occasionally suffered on the gameplay front. We hotfooted it up to Liverpool to check out *The Killing Game Show*, a little number that promises to silence the critics for quite a while.

TGKS was programmed by Martin Chudley whose only previous software claim to fame was a budget game for the C64. *TKGS* took him fourteen months to complete. 'I'm a great fan of platform games,' he confesses, 'but I wanted to bring the idea up to date. *TKGS* takes place inside a cylinder with a wrap-around landscape and a rising water level. The only way out is up, up, up...'

Going up takes you through 16 levels, each with different objectives, combined with simple puzzle solving and loads of arcade action. You pilot a 'Hopper' which is essentially a small robotic unit that can jump about the place and climb walls. It can also use different weapons (which you collect as you go) and tools to solve various puzzles.

The action on the various levels is quite different. 'It was getting in the gameplay that was the most difficult part of the project', confides Martin. 'The coding wasn't too difficult but the variety was very challenging. Some of the levels are pure shoot-em-up, others depend more on collecting objects and solving puzzles.' Each level, however, presents a single challenge in collecting a number of letters which form part of a puzzle. Crack that final puzzle and you're out of the level and on to the next one.

Martin Chudley, programmer of TKGS. 'There's 40Mbytes of intro, two levels of parallax, and 100K of sampled sound, but the real point of the game is the playability.'

All the time the water level is rising – contact with it is fatal. Gameplay raises its ugly head again in the form of scoring strategies – you can either head for the top of the level as fast as possible, going for a quick time, or else live life dangerously near the rising water, in which case your score climbs much faster.

TKGS looks great, sounds great, and plays even better. Stand by for the full ACE review when we get our hands on the finished version.

● Steve Cooke

ROAD

Shareware simplicity from Brian Crawford...the first ACE reader game to be reviewed. Will yours be next?

Many of the most addictive games in the old days took place on a single battleground. *PacMan*, *Donkey Kong*, and *Galaxians* never scrolled a screen. And in recent months the one-screen game has been making a comeback with the likes of *Tetris*, *Klax*, and the forthcoming *Loops* from Mindscape for the Gameboy.

In these games, graphics and sound take a definite second place to gameplay and Brian Crawford's *Road* is a perfect example of the genre.

Road takes place on a grid with an entry point at the top left corner and an exit at the bottom right. As the road enters, you can choose whether to send it across the current square, straight ahead, or either north or south. The computer (or a human opponent) then makes a similar decision.

And that's it. Or almost. The winner is the one who either makes a move that takes the road out of the exit or one that forces his opponent to extend the road into the boundary wall of the grid.

To complicate matters, each time the road is extended by either player, a section of 'ghost road' is constructed in the current square. This section may or may not connect with other ghost roads to form a larger section.

If you extend the road so that it joins a ghost, then the whole ghostly section perks up and becomes part of the real road. This adds in a whole extra dimension of strategy, as you can use the ghosts to extend the road in unexpected directions, or force your opponent to make a move that joins a ghost section which may lead him into the boundary, losing him the game.

Road is never going to set the world on fire, but it will probably clock up as many hours of gameplay over the years as yesterday's monster arcade hit which you'll have forgotten all about in six weeks' time. Currently available as shareware for the Apple Macintosh, Entertainment International are considering releasing the game here in the UK. Meanwhile, if you want a copy, you can order one from Brian personally – details in the release box.

● Stephen Cooke

RELEASE BOX

APPLE MAC Shareware OUT NOW

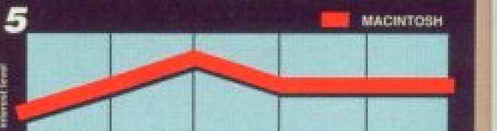
Shareware product: contact Brian Crawford, 72 Oakland Avenue, San Anselmo, CA94960, USA for further details.

MACINTOSH

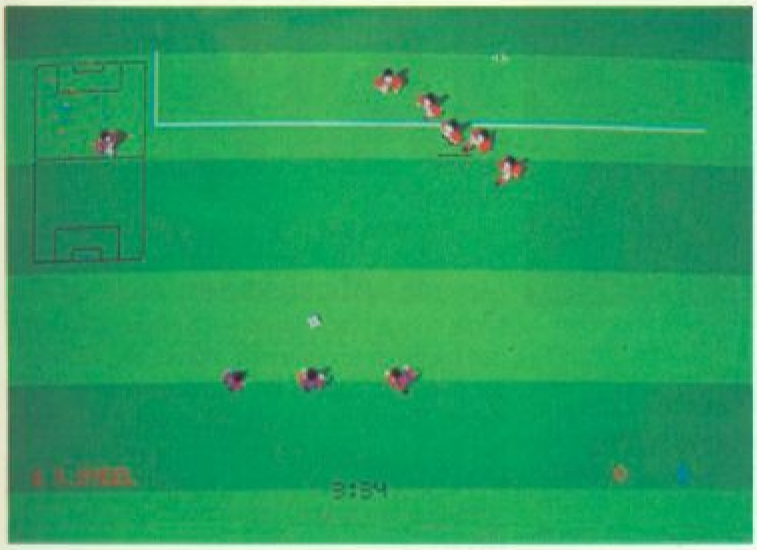
Very simple graphics and no sound are the hallmarks of a homebrew effort. If this was released commercially, it would have a catchy tune, flashy colour graphics (if your Mac could handle them), and a bizarre scenario. But the gameplay would be exactly the same.

GRAPHICS	1	IQ FACTOR	9	ACE RATING
AUDIO	0	FUN FACTOR	6	695

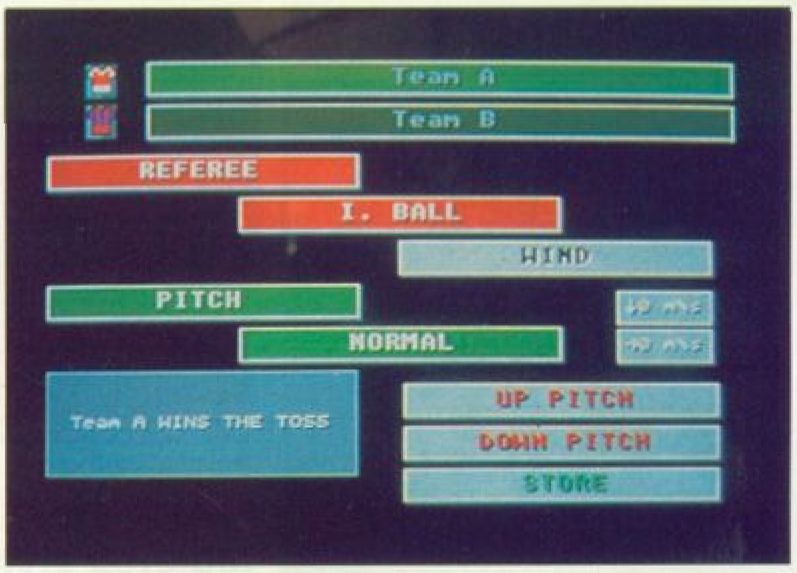
PREDICTED INTEREST CURVE



Takes you a while to appreciate the strategy involved – which is rather more complex than first appears. Then, like any classic puzzle, its lasting interest is guaranteed. Like all two player games, *Road* is at its best with a human opponent.



Oh dear! Look's like you've given away a free-kick just outside your area.... oh well lads make a wall,and pray that they'll shoot wide.



It's moments before kick off..the teams are ready, the refs been selected.. just click on "up" or "down" pitch, and the big match will start!

KICK OFF 2

We've previewed it extensively and exclusively. Now we play the production version and deliver the final verdict on Anco's superlative sequel to the definitive footy game...

RELEASE BOX		
ATARI ST	£19.99dk	OUT NOW
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C64/128	£TBAdk	TBA
No other versions planned		

AMIGA

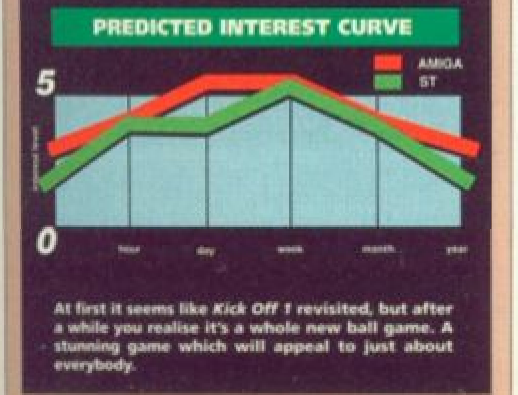
Overall a brilliant product, which will give you many hours of pleasure. The instinctive controls breed instant addiction and the variety of options will mean you'll never get bored. If you're a fan of *Kick Off*, or simply want something different to the usual blasting, then buy, boy, buy...

				ACE RATING
GRAPHICS	7	IQ FACTOR	7	930
AUDIO	3	FUN FACTOR	9	

ATARI ST

Same as the Amiga, but visually a little sore on the eye – not sufficient to put you off, though.

				ACE RATING
GRAPHICS	5	IQ FACTOR	7	905
AUDIO	3	FUN FACTOR	9	



At first it seems like *Kick Off 1* revisited, but after a while you realise it's a whole new ball game. A stunning game which will appeal to just about everybody.

Kick Off 2 has already been extensively previewed in ACE. The production copies have been hitting the shelves for a while now, so if you missed the earlier articles, here's a quick update.

Kick Off was released to rave reviews and Game of the Year awards all over Europe. Its advantages over other footie games were that it was very fast (so even people who don't like football still got carried away) and also that it was written by a football fan so it retained the atmosphere of the real game.

The $1000 question, of course, was whether *Kick Off 2* could maintain this grand tradition. The ACE preview two issues back suggested it could – and the finished version hasn't produced anything in the way of bugs or redesigns to make us change our minds.

First impressions are that it's just a revamped version of the original but with improved graphics - the sound is identical. It's when you explore the new options that *KO2* comes into its own. You get a choice of 4 different pitches, loads of different kits, 24 referees, 8 different tactics (with the option of loading personally designed ones from *Player Manager*), 3 different game speeds and - the pick of the bunch - action replay. This allows you to replay your goals (in slow motion) – just the ticket for winding up your opponent!

Another good option is the fact that you can choose to load up your old *Player Manager* teams, which adds to the atmosphere by introducing a sort of role-playing element. There's also league/cup options and 'Special Events' – extra data disks you can buy (you get a World Cup one free with *Kick Off 2*).

All the old options are in there as well, plus one that isn't even listed in the manual (see the panel). What it all adds up to is a game that adds extended interest to the original KO formula. User defined teams and tactics (using Player Manager) and a planned series of data disks from Anco (at, we are promised, reasonable prices).

There are some flaws. There always are. On the Amiga, for some unknown reason, the size of the screen has shrunk (it's now *Player Manager* size), and on the ST the scrolling is a bit jerky. These are only minor quibbles though, which don't radically affect the highly addictive gameplay.

● **Nick Baynes**

HOME MOVIES

ACE can exclusively reveal to you a KO2 feature NOT listed in the manual – the choice of camera position (i.e. you can focus on either the ball or a player of your choice). This is achieved by pressing F during play.

RORKE'S DRIFT

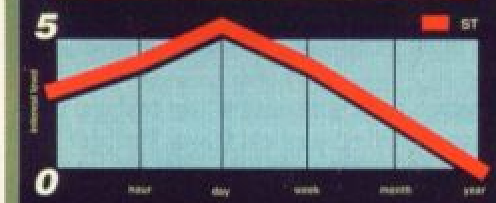
RELEASE BOX		
ATARI ST	£24.99dk	OUT NOW
AMIGA	£24.99dk	IMMINENT
PC	TBA	
No other versions planned.		

ATARI ST

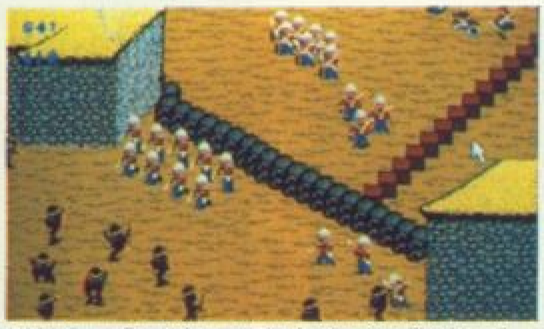
For a wargame the graphics, and general presentation are both very slick. The same cannot be said for the sound, which amounts to nothing more than a dull drone which you will turn down immediately. The general speed and response of the game is also a little disappointing, but not to the extent that it makes the game unplayable.

GRAPHICS	7	IQ FACTOR	7	ACE RATING
AUDIO	3	FUN FACTOR	7	700

PREDICTED INTEREST CURVE



It takes a little time to get used to the control method and the best ways of issuing orders to individuals and groups of men. After a day or so you should be really enjoying the freedom *Rorke's Drift* offers you in manipulating individual soldiers. After a while you will be able to beat the historically accurate pattern of attack, but there is a random option to keep the game fresh for a while longer.



British forces fire at the oncoming hordes – just like the real thing!

PLATO/IMPRESSIONS' tabletop style wargame beats the odds

Fans of computer wargames who are looking for something a little different are undoubtedly going to be impressed by *Rorke's Drift.* Its impact is largely thanks to its unusual scenario, and its approach.

This simulation is set during the Zulu wars – one of the most horrific examples of Nineteenth Century British Imperialism gone sadly wrong. Rorke's Drift was the site of a British outpost which housed a hospital and church. After a successful Zulu assault on Isandhlwana, 4000 warriors continued onwards to Rorke's Drift. It was populated at the time by 101 able-bodied men, and 36 wounded. Despite the incredible odds, the British soldiers managed to hold the outpost. Your aim in this game is to re-engineer that feat.

Because this is a small-scale battle it has been possible for the programmers to represent each man involved, unlike other wargames which show only a single piece for a whole unit. Orders can be given to each man individually, allowing the player to control the battle down to the finest detail. The battle actually takes place in realtime, but the action can be frozen at any moment while you give new orders. It is also possible to speed up the action, receiving nothing but reports.

Rorke's Drift is the sort of game you either love or you hate. The detail is great, but can become frustrating at times (especially since your orders are obeyed quite robotically). Dedicated wargamers who are getting bored of the standard fare will most certainly enjoy this game. For the rest of us, it is a case of try it and see.

● **Laurence Scotford**

BREACH 2

IMPRESSIONS/OMNITREND improve their absorbing strategy/combat game

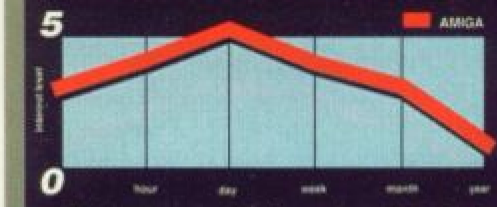
RELEASE BOX		
ATARI ST	£24.99dk	IMMINNENT
AMIGA	£24.99dk	OUT NOW
PC	£24.99dk	IMMINENT
No other versions planned.		

AMIGA

Although the graphics are nothing to write home about they are perfectly adequate for the job in hand. There is a reasonable opening soundtrack, and then the occasional spot effect during the game. Control is simple using the mouse, but there are also keyboard equivalents for every command.

GRAPHICS	6	IQ FACTOR	7	ACE RATING
AUDIO	6	FUN FACTOR	8	825

PREDICTED INTEREST CURVE



This is not a game that has an immediate visual impact. Neither is it the sort of game you can just boot up and play without some preparation. Once you have become accustomed to the way the movement phases work then there are many hours of absorbing entertainment to be had out of Breach 2. Even when you have played it for some time you may occasionally want to come back to it for the odd game.

This game is based around small scale combat exercises involving a small platoon of futuristic combat troops. If you have ever played Blade Software's *Laser Squad* then you will have a good idea of what this game is all about. You must guide a commanding officer and a number of ordinary soldiers in SAS style operations.

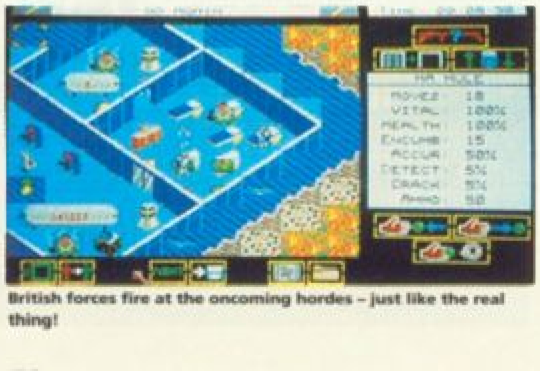
The battlefield is a two-dimensional grid populated by preset elements like walls, doors, forest, rivers, scrubland, and so forth. For each scenario there is a set objective, which may be anything from wiping out fifty per cent of the enemy to rescuing prisoners. There is also a time limit to take into account.

Unlike *Laser Squad* which employs a birds eye view of the action, *Breach 2* uses an isometric view. This looks more realistic (just), but it is harder to identify individual squares. The nice thing about *Breach 2* is that most of the commands (all of the frequently used ones) can be given with the mouse, so controlling a game is a quick and simple process.

The game is divided into turns of thirty (gametime) seconds each. Rather unrealistically, the movement and other activities of each side are performed separately rather than simultaneously. It is quite possible for a soldier with a high number of movement points to zip up to an enemy, fire a couple of shots, and then nip back under cover again without any fear of reprisal!

There are ten scenarios of varying difficulties supplied on the game disk, and the possibility that more will be made available. Even if you do manage to play through them all successfully then there is a mission designer which you can use to put together your own scenarios. Breach 2 is a thoroughly absorbing close combat simulation which will appeal to general game players as well as hardened strategy addicts.

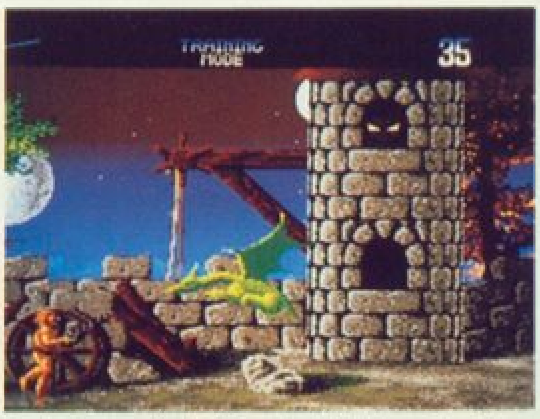
● **Laurence Scotford**



British forces fire at the oncoming hordes – just like the real thing!

UNREAL

UBI SOFT combine 2D and 3D in this graphically stunning arcade adventure



Our hero approaches the fortress in which his sweetheart has been incarcerated

The plot behind *Unreal* is the clichéd tale of a damsel in distress. Your task is to travel across many lands to reach your sweetheart who has been captured by the Protector of Evil and she has been been locked in the P of E's castle. To reach the castle you have to travel through a number of 2D and 3D levels.

The first level is in 3D, here you control a dragon, which is viewed from behind. There are five of these 3D sections. The first one is in a prehistoric land where you fly (at a great speed) around shooting dinosaurs and avoiding rocks. The other sections are in a similar vein but with different scenery.

The 2D levels are much more complex and challenging and form the meaty part of the game. Within these sections you cannot rely on anything being harmless. Nearly everything is there to prevent you from meeting your sweetheart Isolde, except the odd energy giving triangle and fire to arm your sword.

The graphics throughout the game are of an exceptionally high standard and live up to the reputation that French games have for their artwork. Many comparisons with *Shadow of the Beast* will be made but *Unreal* beats *Beast* hands down. The reason for this is that *Unreal*'s graphics are much more detailed, there may not be 13 levels of parallax scrolling but the back and foregrounds excel over *Beast*'s offering. Where *Beast* is better than *Unreal* is in the music department. *Unreal*'s soundtrack is of an above average standard but nothing you'd want to dance to. But the sound effects are excellent with authentic spot effects and great atmospheric bird whistles and howling of the wind etc.

Overall the game is very challenging, whoops... what an understatement ! This game is very difficult and only a few of the most skilled or most determined players will ever reach the final screen. All the puzzles within the game are solvable but usually take up a lot of energy in the process. This high difficulty level detracts from the playability of the game and can be infuriating at times. But if you like scrolling beat-em-up's with puzzles along the way then you will really enjoy this game.

● Ben Mitchell

RELEASE BOX

ATARI ST	TBA	
AMIGA	£29.99dk	OUT NOW

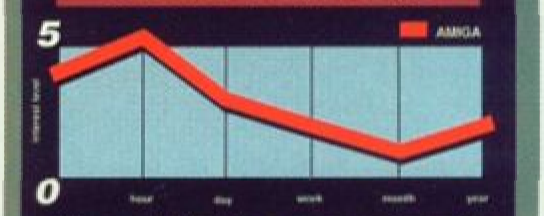
No other versions planned.

AMIGA

Amiga owners are in for a treat, amazing graphics, atmospheric sound effects, only let down by the lacklustre sound track and the difficulty setting.

GRAPHICS	9	IQ FACTOR	7	ACE RATING
AUDIO	8	FUN FACTOR	7	890

PREDICTED INTEREST CURVE



When you first load the game you are faced with a difficult 3D level. Get past this level and you will reach the acclaimed 2D level with its superlative graphics. Once you realise how difficult the game is your interest will drop quite quickly, but you will return again and again for the graphics.

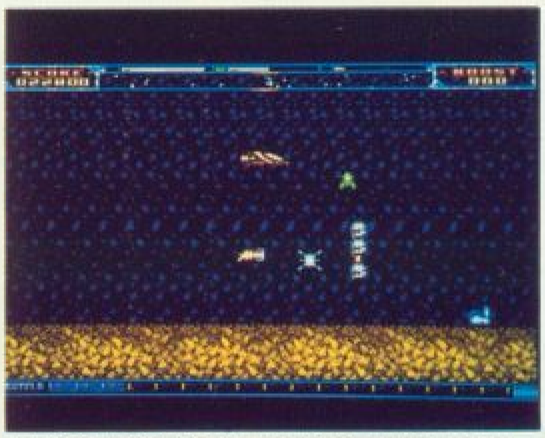
ANARCHY

PSYCLAPSE launch yet another *Defender* clone

A pretty good measure of how successful a game idea is the number of clones it manages to generate. With the possible exception of *Pacman* and *Frogger*, *Defender* has to be one of the most copied. This leads us nicely on to *Anarchy*, which, as you have probably guessed, is yet another *Defender* rip-off.

All the traditional elements are there: a highly manoeuvrable ship, dozens of enemy craft, all hell-bent on giving you a hard time, a planet to fly over, and lots of canisters to protect. There are also some extra bits and bobs thrown in for good measure. The power-ups (which are now pretty much de rigueur in any self-respecting shoot 'em up) are gained when you destroy certain enemy ships. This version of the classic game also boasts some very attractive parallaxed backgrounds with four fields.

The aim of the game is, to all intents and purposes, the same as that of the original – keep yourself alive and defend the canisters on the planet's surface. The action is certainly fast and furious, and unless you have a very quick trigger finger you are liable to cop it quite quickly. The one thing that saves *Anarchy* from becoming a fairly humdrum and mindless shoot 'em up is that you can't just plough through screen after screen blasting everything that moves. You have to give priority to protecting the canisters, and do it in a very methodical way.



Frantic action Defender style, but with some snazzy parallax scrolling thrown in

If you fail to protect your canisters they will be carried off by the Stealers. These nasty little aliens (the equivalent of the slow moving Landers in the original game) will mutate into something much faster and nastier if they manage to abduct a canister and get it to the top of the screen. If you lose all your canisters you will be thrust into hyperspace. In this condition you are beset by an impossible number of alien craft. Unless you are some sort of hyper-galactic mega being with improbable game playing skills you will die!

Anarchy is a very competent clone which is certainly worth a look if you haven't already got a *Defender* type game, but whoever wrote the review plastered over the packaging which states that '*Anarchy* is the best version of *Defender* ever' obviously hasn't played Logotron's *Starray*.

● Laurence Scotford

RELEASE BOX

ATARI ST	£19.99dk	OUT NOW
AMIGA	£19.99dk	IMMINENT
PC	TBA	

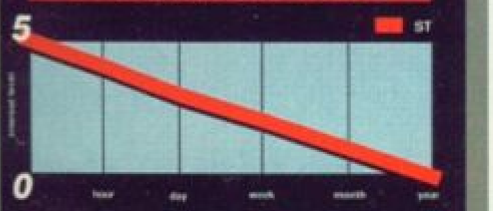
No other versions planned.

ATARI ST

Fast, frantic, colourful action (a la Jeff Minter without the camels), and reasonably smooth parallax scrolling (for the ST).

GRAPHICS	8	IQ FACTOR	2	ACE RATING
AUDIO	8	FUN FACTOR	7	625

PREDICTED INTEREST CURVE



. A great blast for a couple of hours then it becomes brain-numbingly boring. Only complete vegetables will want to play for long.

SEGA®

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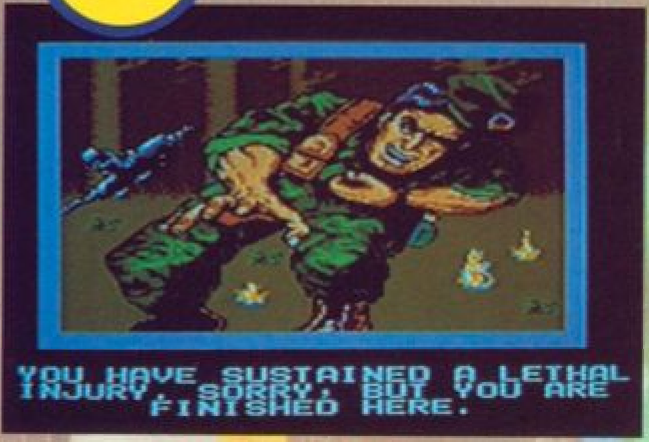
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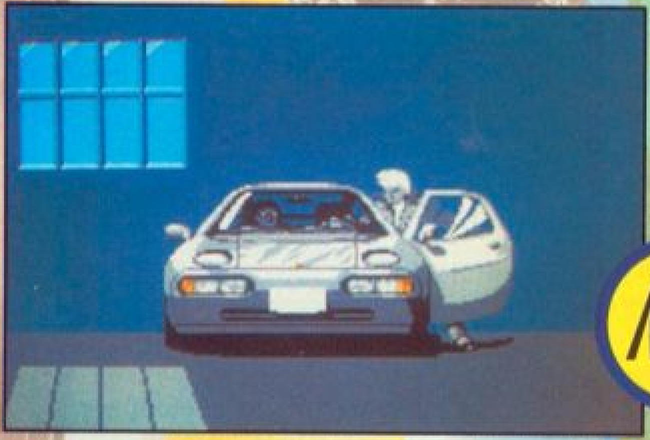

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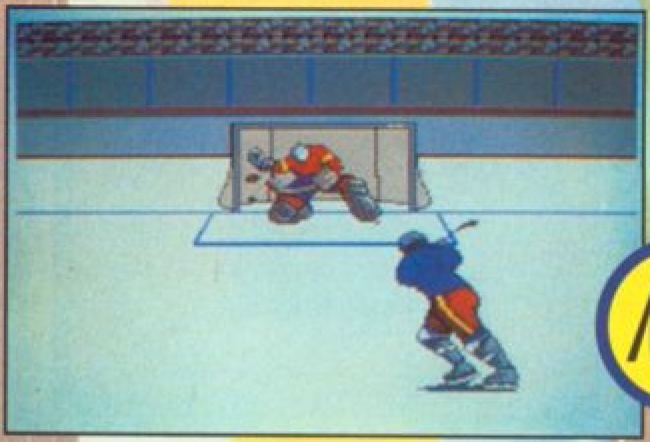

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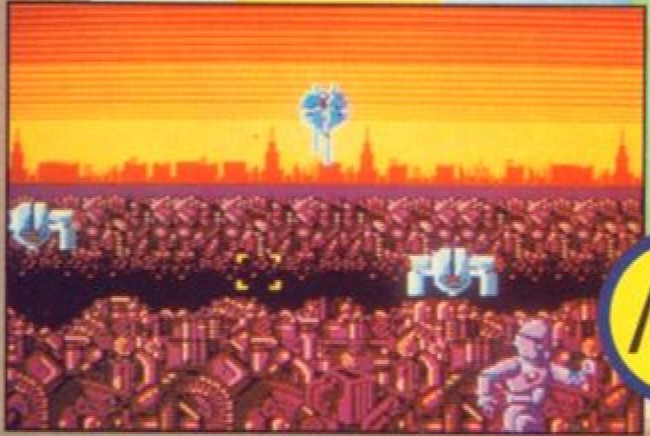

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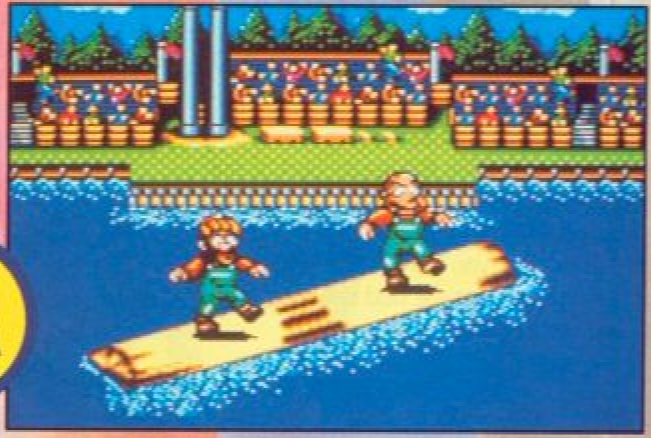

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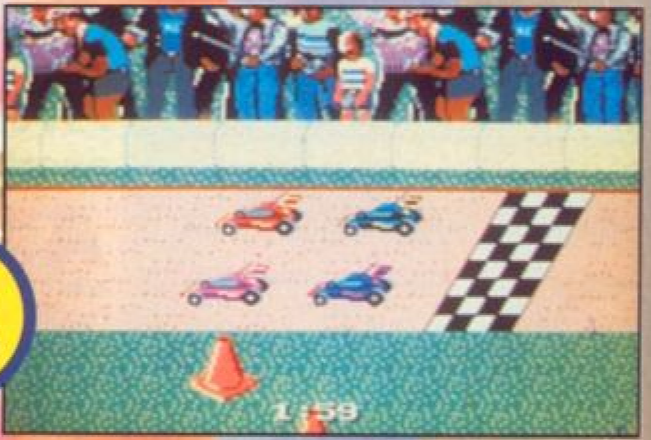

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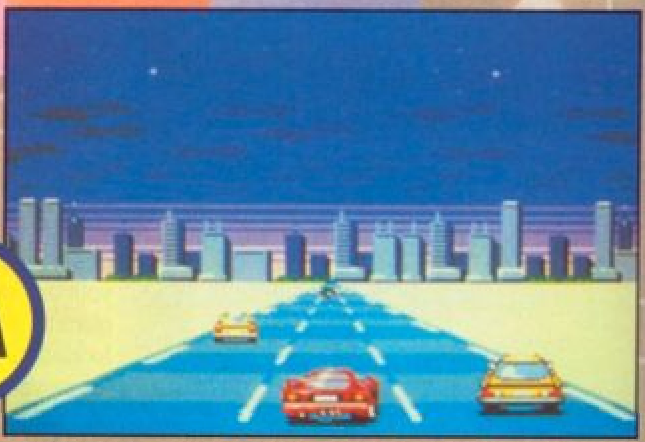

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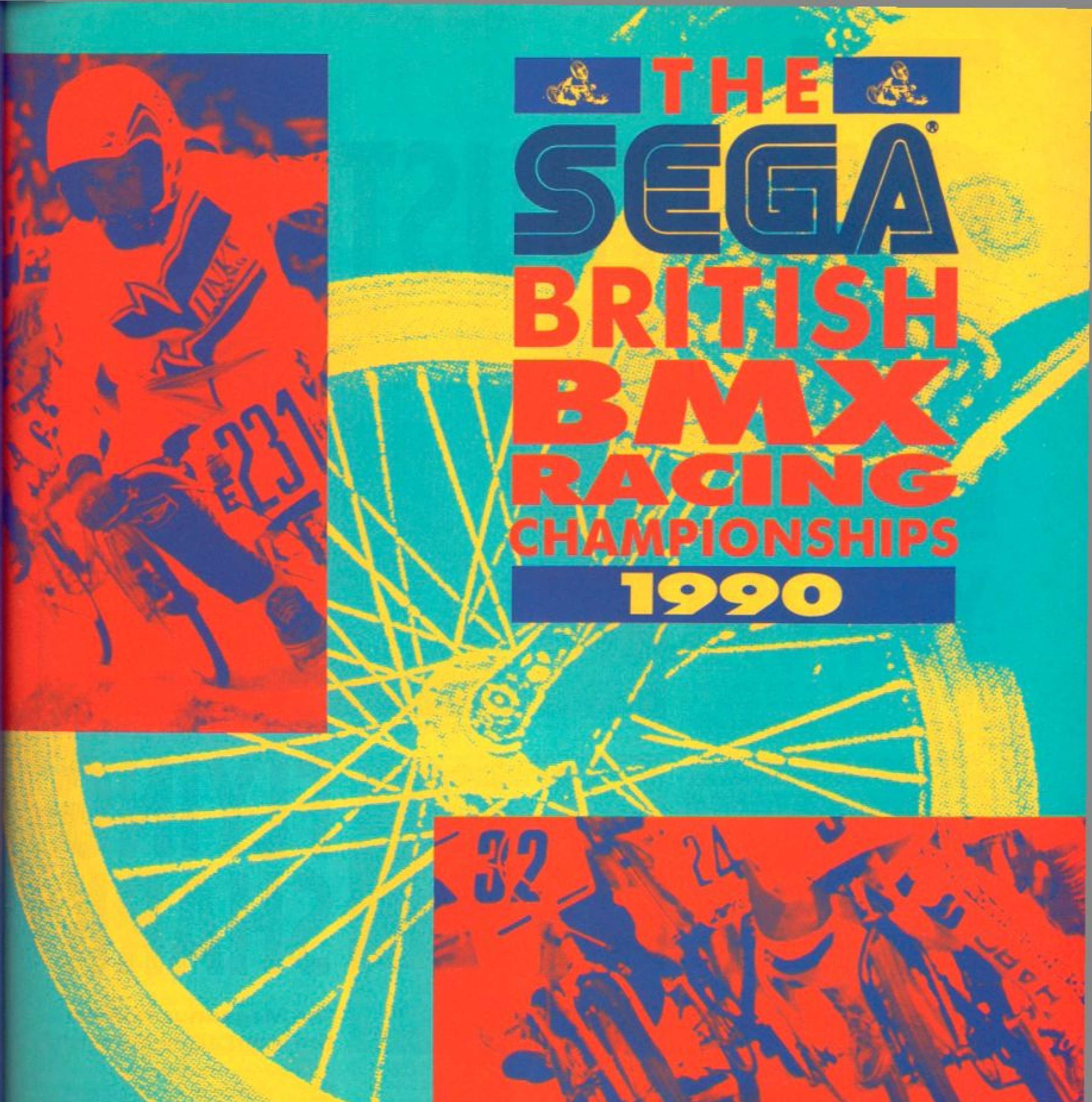

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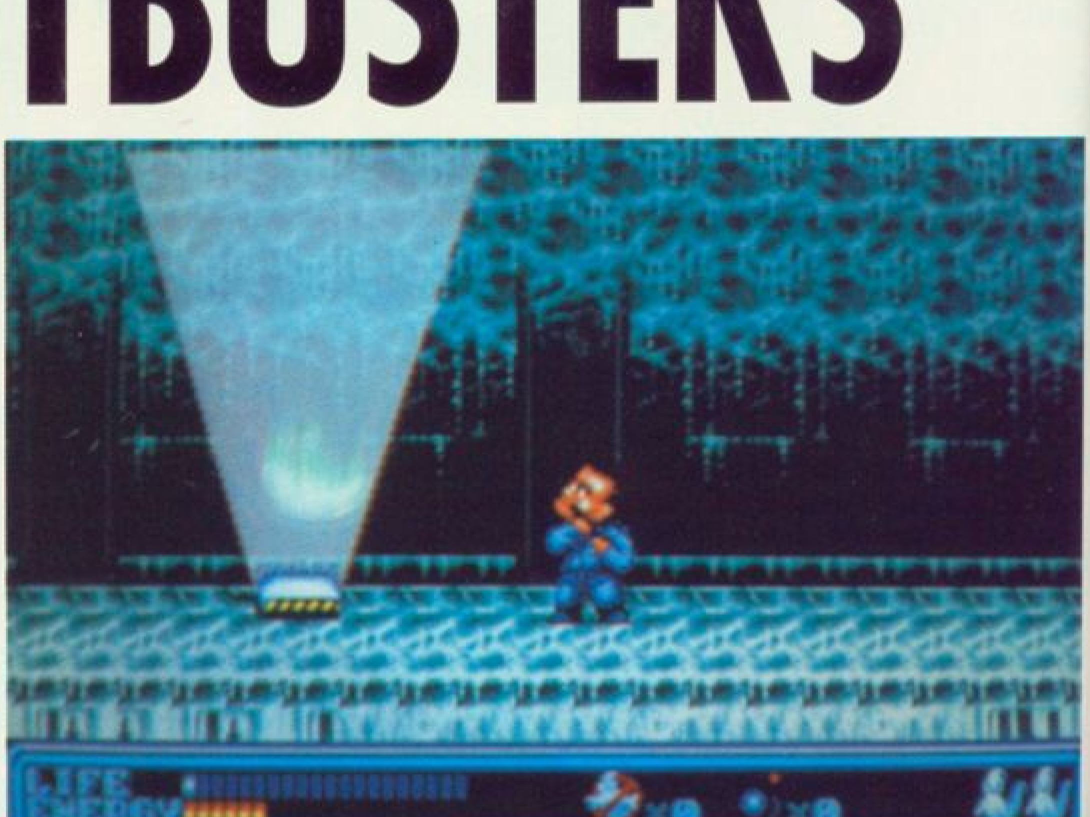
GHOSTBUSTERS

The Megadrive gets all spooked up for its official UK launch in September...



The Ghostbusters car has changed colour. It's white now and looks more like an ambulance as it rushes off to do clear the Hi-Rise Building of spooks.

The Ghostbusters have appeared on just about every computer game system going so it's no surprise that a version should appear for the Megadrive so soon after the system's release.

The game dispenses with the complex arcade-adventure style gameplay favoured in previous interpretations to concentrate on the simple pleasure of wasting spooks with a variety of Ghostbuster weapons.

Anyone not familiar with the storyline of the film must be caught up in a timewarp somewhere. Which is just as well, as the on-screen instructions are in Japanese in this imported version. Snatched from the 70mm screen onto the Megadrive's sprite display, our three zany heroes set up a business to rid the world of spooks – for a small fee of course. This is business after all.

Apart from that, it's anybody's guess what's going on – but this isn't too much of a hindrance as many of the prompts are in English. When you enter the weapon shop for example, all the price tags are in dollars and the option selects are also in English.

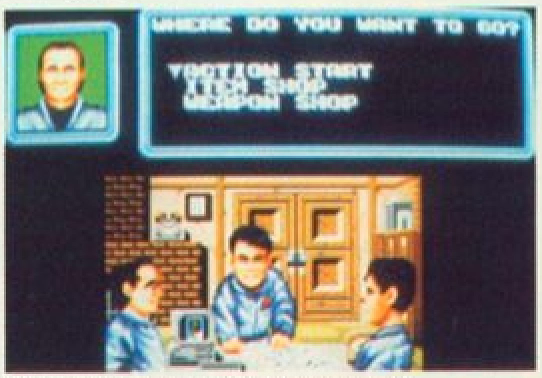
Buying weapons is the key to the game. Money is obviously an important prerequisite to do this and it is collected by zapping spooks and collecting the money bags hidden in chests around the various screens.

There are five levels of play – each progressively difficult. You can select which building you want to de-spook in the opening sequence, which then shows the Ghostbusters' car driving to the chosen building. The easiest level is Home Sweet Home where you only have one main ghost to deal with. The apartment is much harder, the office building tougher still, and the Woody House damn near impossible as you have to explore its hazardous corridors and passageways with the aid of a flash light – viewing the surroundings through the small circle of light created by your torch. The fifth and final level is the castle – which you can only go to when you have irradiated the spooks in the first four buildings.

Musically this version of *Ghostbusters* is superb – with a whopping twenty-two different scores to select from. Regrettably, however, the Megadrive rendition of the Ray Parker Junior Ghostbusters song is not that special and has been done better on other systems.

The spooks haven't been done better anywhere else though. The Marshmallow man is there in all his glory, looming behind the windows and smashing his giant fist through the walls of the office complex. The flying 'Slimers' with horrid red tongues look straight out of the film. There are some real tough spooks to blast and herein lies the fun of the game – lots of gruesome ghouls to be zapped with a variety of Ghostbuster hardware.

● Eugene Lacey

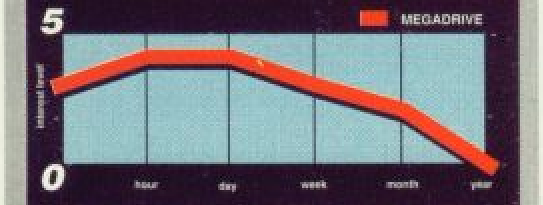


WHERE DO YOU WANT TO GO?
VACTION START
ITEM SHOP
WEAPON SHOP

What can you afford to buy in the weapon shop.

RELEASE BOX			
MEGADRIVE	£39.99ct	OUT NOW	
GRAPHICS 9	IQ FACTOR 7	ACE RATING	815
AUDIO 8	FUN FACTOR 8		

PREDICTED INTEREST CURVE

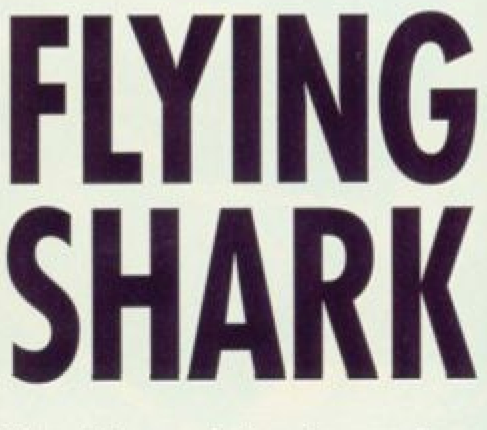


Fairly simplistic arcade challenge. The various ghosts in the different buildings are like end-of-level guardians – tough to beat, and even tougher to store in the ghost safe. Once you have visited all of the buildings and de-spooked them the game is obsolete. A must for Ghostbusters fans but perhaps lacking in depth for those not so keen on the loony trio.

FLYING SHARK

The Megadrive is under fire from air, sea and land

The Megadrive is really not in desperate need of another shoot 'em up as it already has stacks of them coming out of its cartridge slot. But when you consider that the new game is a conversion of Taito's excellent coin-op *Flying Shark* you can forgive the excess.



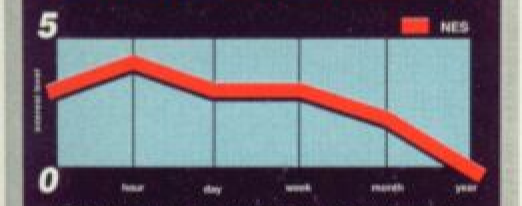
The Flying Shark swerves to avoid tank fire whilst one of its support fighters crashes in flames.

RELEASE BOX

NES	£29.95ct	OUT NOW

GRAPHICS	8	IQ FACTOR	8	ACE RATING
AUDIO	8	FUN FACTOR	7	790

PREDICTED INTEREST CURVE



Nintendo games are usually top of the league in terms of staying power and *Solomons Key* is no exception. Not too special in graphics, plot, or originality, but from a gameplay point of view – well, you'll just plug this one in time and time again. Now that's what ACE calls quality control.

A vertically scrolling shoot 'em up, the game puts you at the controls of the famous fighter plane. A neat opening sequence shows you the mad dictator and a few snap shots of some of his awesome war machines – sort of digitised Jane's Fighting Ships.

Flying Shark doesn't make you wait too long for additional fire power. Three squadrons of fighter planes are available to you and can be summoned to fly alongside you in formation when the going gets tough. When you fire they fire – making for a formidable wall of fire.

More conventional power-ups are also collectable for tooling up the Shark. Getting these is not easy. The power-up symbols are of the swaying-around-the-screen variety – which means you have to plan a flight path to pick up the power-ups whilst at the same keeping the dictator's tanks and planes at bay.

The terrain has a good deal of variety. You fly over land, sea, buildings, forest and strange purple areas that must be bubble-gum plantations. The first few levels of the game seem incredibly easy – the power-ups fall into your lap and the enemy tanks and planes can be zapped before they get halfway down the screen.

The sea battles get a mite tougher. You soon come up against dozens of hover-tanks that come at you in straight lines flanking the edges of the screen. They seem to keep coming at you for ages, creating a storm of yellow flak that takes very nimble flight control if you are to avoid an early dip in the ocean. Tougher opponents follow in the shape of two giant hover tanks that spit out deadly blue balls. These two craft absorb literally tons of flak before they blow and let you fly on up screen.

Fans of the coin-op will be well pleased with this conversion. Punters who are simply in the market for a decent shoot 'em up for their Megadrive would do well to check out *Thunderforce III* first though, because, good as *Flying Shark* is, it's not a patch on *T'force*.

● **Eugene Lacey**

UK ENGINE FAILURE?

Serious doubts have been cast on the UK launch of the NEC PC Engine following a poor performance by the machine in the US where it is known as the Turbografx.

It was widely believed in the industry that the European launch of the PC Engine (so far only available as an unofficial import) would follow on from the American launch which took place last Autumn.

Unfortunately the Turbographx has not been a great success in the States, where the entrenched position of the 8-bit Nintendo and the growing success of the technically superior Sega Megadrive (called the Genesis in the States) have left the NEC machine uncomfortably positioned between two stools.

It was hoped that the UK Engine would be launched at the Computer Entertainment Show, but this now seems doubtful though NEC themselves have yet to either confirm or deny the rumours.

The delay in European availability of the Engine will provide a boost for Sega and Nintendo. Sega last month launched their Megadrive console to the press and trade with a lavish party in Paris. The public will get to see the first official Megadrives at the European Computer Entertainment Show in September.

SING A SONG FOR SEGA

Sega have begun a hunt to find a band or solo artist to produce a hit record singing the praises of their popular video games console.

Virgin Mastertronic spokesman Philip Ley said "We just wanted a song which we could use for promotional ties...to tie in with the sort of 'cult' activities, we wanted more street cred".

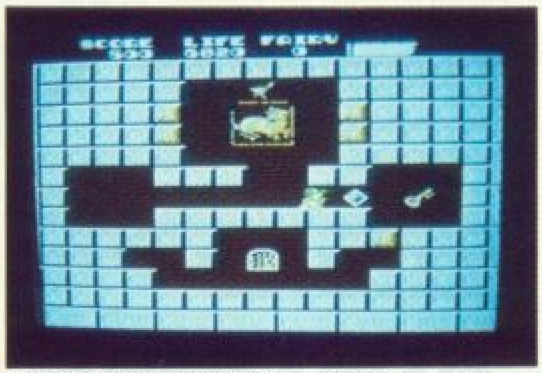
If you fancy the Sega serenade as your break for the big time you should send your composition on a tape to Virgin Mastertronic, 2-4 Vernon Yard, 119 Portobello Road, London, W11 2DX. You should also include a photograph and some biographical details about your self (Your great Aunt once saw Kim Wilde in a shoe shop – you know, that sort of thing).

The firm say that are not too bothered about the quality of the original recording and they have a completely open mind as to the style of music. The winning entrant will be professionally recorded at one of Virgin's own studios and the artist will have the opportunity to record another piece of his/her music.

SOLOMONS KEY

Dana makes a comeback on Nintendo

Solomons Key is a deceptive looking game. With its fairies, diamonds, and secret passageways it looks like another cutesy platform job. In fact it requires considerable brain power to complete its addictive puzzles.


Solomons Key – the ancient art of princess saving, but this time by stealth rather than strength.

The princess is locked inside a prison. You must find a key to unlock the door, move the blocks out of the way so that you can get to her and also find the various items that are hidden behind the building blocks of the different levels. Only when all of these tasks have been carried out will the princess be released and you can proceed to the next level. Naturally the levels are progressively difficult with assorted nasties moving around the screen to make life more difficult for you.

You, by the way, are the brave hero Dana (no relation to the butter-wouldn't-melt-in-her-mouth Irish singer). Dana can negotiate the screens by building platforms for himself, but this is no simple construction job. You have to carefully consider where each block is to be placed to enable you get to the required location. As the levels get more complex so, too, does the construction job required to get around the level. There is also the added difficulty of a time factor. You are racing against the clock to complete the tasks required to rescue the princess.

Solomons Key will appeal to gamers who are after something involving a bit more brain work than the average game. Oh yes, and it's cute too.

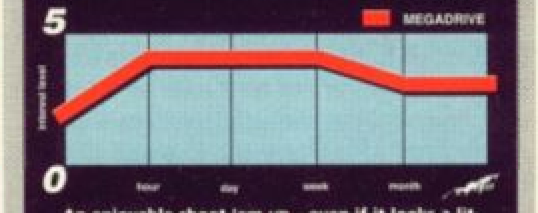
● **Eugene Lacey**

RELEASE BOX

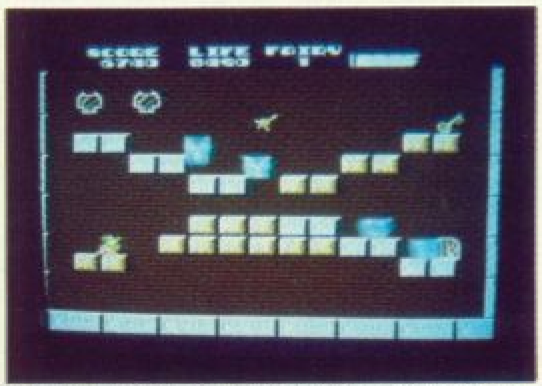
MEGADRIVE	£39.99ct	OUT NOW

GRAPHICS	7	IQ FACTOR	6	ACE RATING
AUDIO	7	FUN FACTOR	7	715

PREDICTED INTEREST CURVE



An enjoyable shoot 'em up – even if it looks a little dated by comparison with some of the latest offerings from the likes of Irem and Capcom which will shortly be converted to various systems. It is clockable and therefore has a limited life expectancy. ACE's advice is try before you buy.

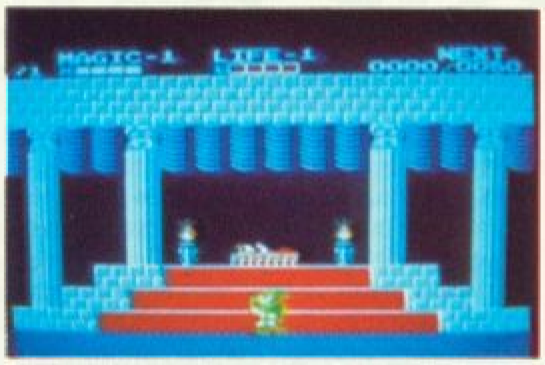

Level two introduces the mad ice blocks to make things even more difficult for you.

ZELDA II

The Adventure of Link – derring-do on the Nintendo

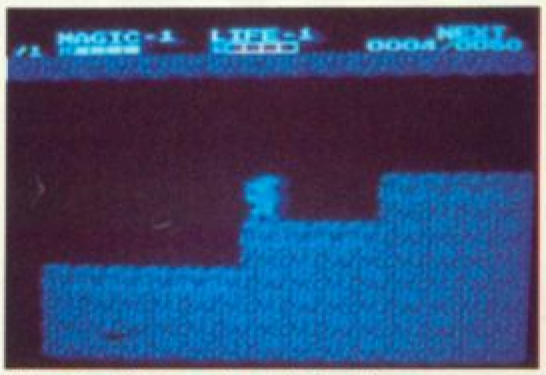
The moment you open *The Adventure of Link* you know you are dealing with quality. Its golden cartridge and fifty page full colour manual place it a level above most other games – whether for the NIntendo, or anything else. It's a romantic fairy-tale, charmingly told in the title screen and lavishly illustrated manual that accompany the game.

Link is the chosen one. In heavy tones of Tolkien his destiny is mapped out. Only Link can restore peace to the troubled land of Hyrule – he is the one who must defeat the evil Ganon, find the mysterious missing crystals, unlock the powers of the Triforce, wake princess Zelda from eternal sleep, and generally kick ass.



Link leaves the temple where Princess Zelda is locked in an eternal sleep.

If by now you are thinking that you are a bit old for Grimms fairy tales think again – because schmaltzy as it is, *The Adventure of Link* knits together beautifully to form a superb RPG of considerable depth.



Link ventures into a cave in search of crystals.

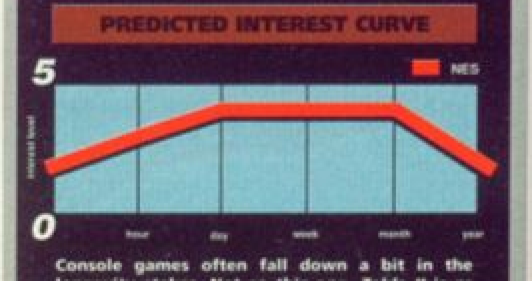
At the beginning of his odyssey Link is armed with just his trusty sword and shield. Later in the game he can supplement these basic weapons with the use of magic. As in all good RPG's magic has to be learned carefully – there are eight spells to master – Fire, Thunder, Reflect, Spell, Shield, Fairy, Life, and Jump, each being appropriate only in certain situations. Link must also be aware of the cost of magic. Each time magic is used points are deducted from his magic balance. As Link travels the towns, villages, mountains, and streams of Hyrule he will need all of his magic skills and combat prowess if he is to survive the attacks of Ganon's hordes.

Ganon has a comprehensive collection of nasties to battle against Link in every corner of Hyrule. In the forests live the Molblin's (spear throwing devils), tree spiders, and vicious birds of prey. The desert is the home of the creepy crawlies – the Geldarms, Goriyas and Lowders- huge bugs, beetles, and boomerang-throwing devils. The caves are full of bats, the graveyards populated by ghouls and ghosts, the jelly monsters live on the plains, and skeletons romp about in the dungeons.

At the beginning of the game Link is told that the six crystals are each hidden in the castles of Hyrule. Much of Link's energy is expended in finding these castles and searching them. Not until he has found all six crystals can he activate the Triforce and defeat Ganon.

RELEASE BOX

NES		£39.95CT		OUT NOW
GRAPHICS	8	IQ FACTOR	9	ACE RATING
AUDIO	8	FUN FACTOR	8	**901**



Console games often fall down a bit in the longevity stakes. Not so this one. *Zelda II* is as meaty an RPG-style adventure as you are likely to come across. Months of adventuring guaranteed.

There's a conversation system that uses the now familiar word-choice system. A window opens on screen with a selection of possible questions and words fro Link to choose from to converse with the people he meets. Talking to the townsfolk of Mido, Ruto, Rauru, and Saria, important hints can be picked up but the townsfolk may well ask for a favour in return.

The manual has a small map of the land of Hyrule to enable Link to work out where he is. However, just as in any adventure, finding his way around the various locations is part of the challenge and therefore deliberately not easy.

The Adventure of Link is a highly absorbing game. It pulls you into its world slowly but inexorably and once you start playing it you will not want to put it down until you have waken Princess Zelda from her eternal sleep. Fortunately the game has a save facility, courtesy of an internal battery housed in the cartridge itself.

This is an absolute must for anyone who likes a large measure of RPG and adventure with their arcade game. Of the still relatively small number of games available for the Nintendo in the UK, *Zelda II* is definitely one of the top five.

● **Eugene Lacey**

FREEDOM FIGHTER

Sega's scorching aerial assault

At first glance *Freedom Fighter* appears to be something more than the standard scrolling shoot 'em up. You are presented with an impressive cockpit view of the action as your mission briefing is typed out beneath.

Press start and these hopes quickly evaporate. No 3D action here. A flat scrolling blue sky appears with your jet fighter represented as a tiny dart no more than an inch long.

Your first battle is at sea – with enemy fighters coming at you in neat formations. Submarines emerge from the depths launching missiles at you and gunboats and aircraft carriers add their guns to the bombardment.

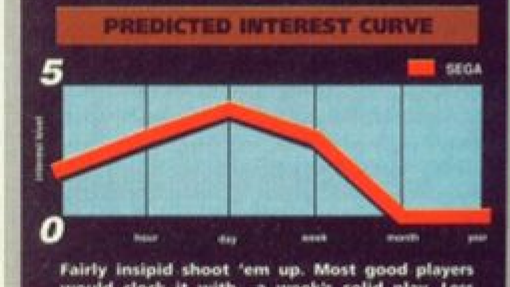
The storyline behind this battle royal borrows liberally from the plot of *UN Squadron* (the recent Capcom coin-op). The world is being threatened by a renegade force who have destroyed the armies and air forces of the world's major powers. Unless they can be stopped they will blow a hole in the ozone layer, spelling certain death for the planet. Only the last fighter belonging to an international security force remains. Guess who's at the controls?

Gameplay is standard horizontal shoot 'em up. Fly from left to right, pick up power ups to increase fire power and blast a variety of nasties until the end of the level where you have to fight the big b*st*rd to enable you to progress to the next level.

It is slightly *Scramble*sque in that you have to bomb a variety of ground targets as well as the airborne ones. The enemy have installed missile silos on some of the islands in mid-ocean. It is essential that you bomb these out of existence

RELEASE BOX

SEGA		£29.99CT		IMMINENT
GRAPHICS	8	IQ FACTOR	5	ACE RATING
AUDIO	6	FUN FACTOR	6	**630**

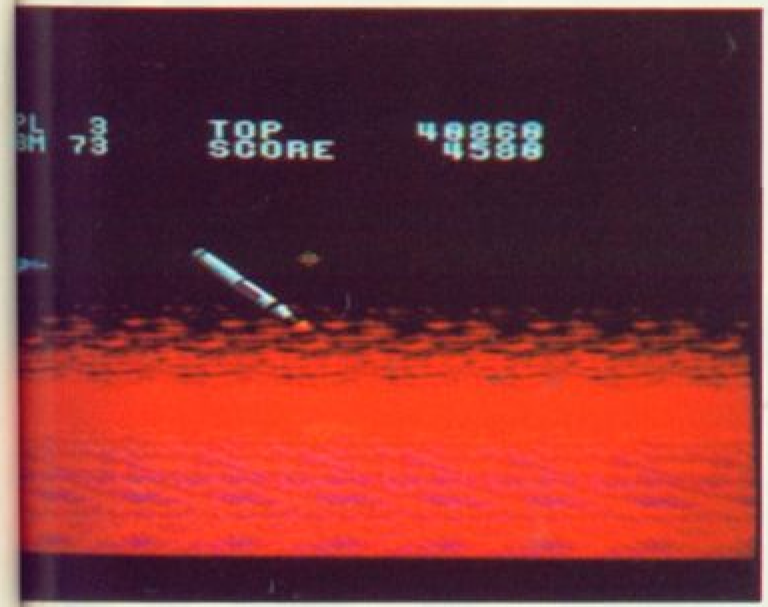


Fairly insipid shoot 'em up. Most good players would clock it with a week's solid play. Less skilled gamers might get a month out of it – but not much more. And once clocked it is unlikely to get plugged in many times after.

before getting involved in a dogfight at several thousand feet. One stray missile and your Douglas Bader bit comes to a swift conclusion. The bombs can also be used to good effect for taking out enemy aircraft flying below you.

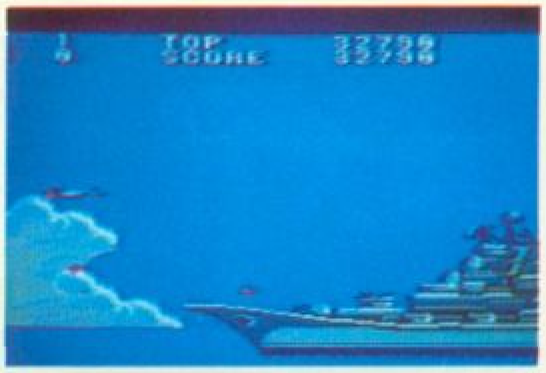
Freedom Fighter has some excellent graphics. Worthy of special mention are the lightning storms during the night flight section of level two and nuclear warheads that emerge, most eerily, from beneath banks of low lying cloud. Enough to give a CND member nightmares. The end-of-level guardians are not quite so impressive – the predictable battle ships and giant bombers demonstrate a distinct lack of imagination.

Whilst *Freedom Fighter* provides a creditable bout of shoot 'em up, many gamers will be left with the feeling that they have seen it all before. In ACE's view there are better scrolling blasters for the Master System – games like *Cloud Master* and *R-Type* to name but two.

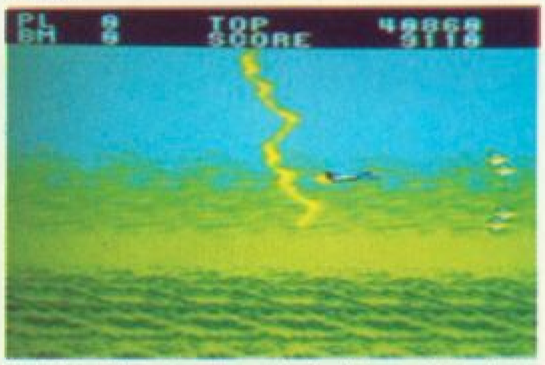


Themor nuclear war hadas never looked so frighteningly real in a vidoe game.

● Eugene Lacey



The predictable giant destroyer at the end of level one is easily sunk.



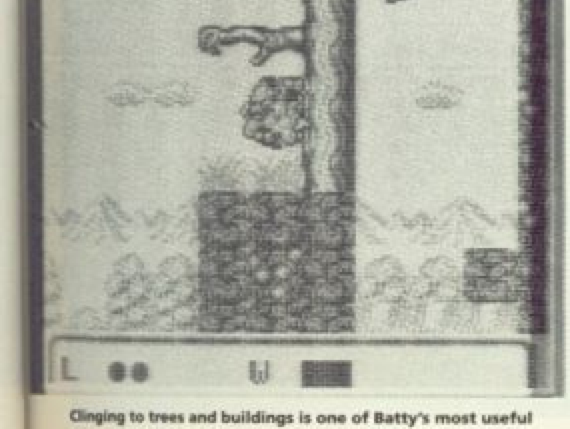
Lightning strikes at random and makes life uncertain for the Freedom Fighter.

MAKAIMURA GAIDEN

Batty Boop debuts on the Gameboy

This is an ACE first. The first Japanese arcade adventure/shoot 'em up we have reviewed in which we don't have an inkling as to what the plot is all about. But does that daunt the hardened gamester? Not a bit of it. No doubt there is a princess to be rescued in there somewhere. There usually is. And anyway, whatever the plot – and judging from most computer game plots you are not missing much anyway – the gameplay speaks for itself. As most of the 'grey' import shops in London's Tottenham Court Road will tell you, the Japanese instructions for *Makaimura Gaiden* have done nothing to stop it from selling like hot sushi.

And why not? It's *Ghosts and Goblins* style gameplay is a delight. You are – and we have to be careful how we describe this as ACE can do without the threat of legal action – a sort of bat-cum-man.

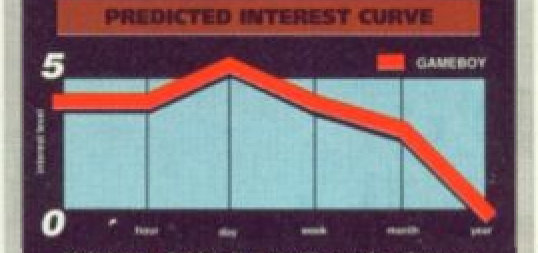


Clinging to trees and buildings is one of Batty's most useful talents.

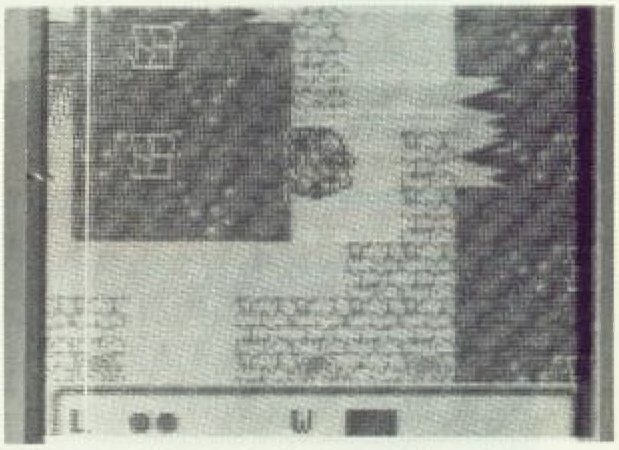
He's an ugly looking hero with a Nosferatu-like skull face. His black cloak swings out in the air as he leaps across the screen. Manoeuvring him around the vast horizontal and vertically scrolling terrain is a delight. He can cling to buildings and trees as he flies through the air and can scale them at great speed. Batty also has a most peculiar knack of walking through thin air at certain points – but as this takes such a strange and indescribable use of the Gameboy direction button you will have to discover the 'air walking' for your self.

RELEASE BOX

GAMEBOY	£24.99CT		OUT NOW	
GRAPHICS	8	IQ FACTOR	8	ACE RATING 850
AUDIO	7	FUN FACTOR	8	



Makaimura Gaiden is a tough arcade adventure that may well inflict heavy damage on your battery reserves before you clock it. The standard Gameboy password system enables you to start up where you left off. Shades of grey, black and white (and sickly green) are used superbly to create a vivid arcade adventure.



Batty has a crucial leap to make if he is to avoid those spikes.

On his mission Batty has to collect various items to help him in his quest. There are jars of mystical potions, keys, and extra weapons to be grabbed on his travels. The variety of nasties that Batty must defeat are as awesome as you might expect to come across in some of the more epic colourful arcade adventures on big computers.

The impressive thing about *Makaimura Gaiden* is that it creates a convincing arcade adventure world in shades of grey. ACE has mentioned the quantum leap in the quality of Gameboy games now happening – but here is strong evidence for you to assess for your self.

Don't be put off by the scrolling pages of Japanese intro-blurb. *Makaimura Garden* is an arcade adventure puzzle which stands up in its own right both visually and in terms of gameplay – a perfect example of the international language of video games, if you'll allow the loftiness of the observation.

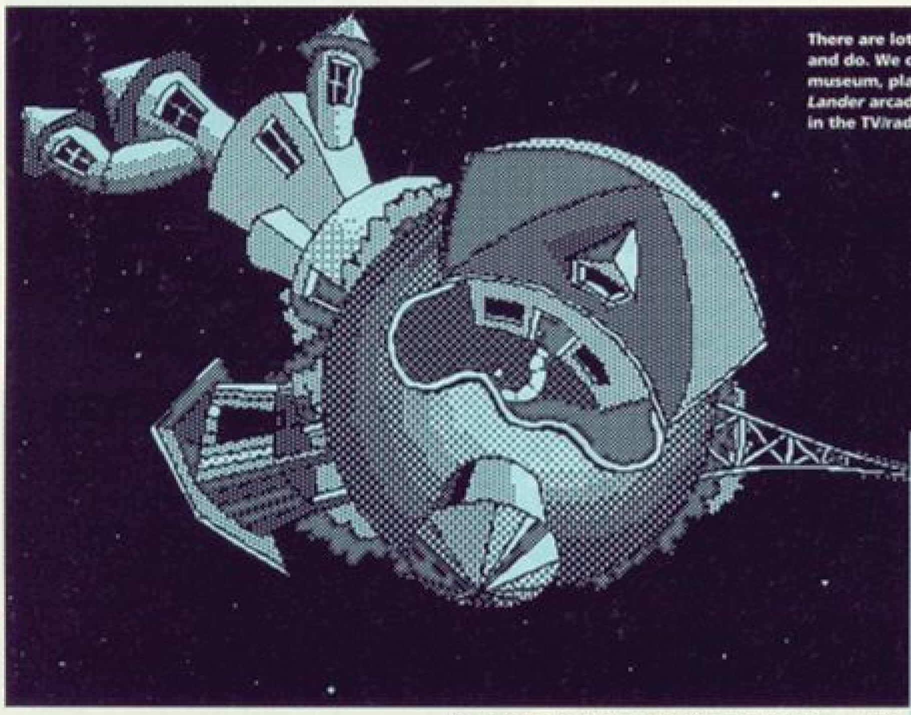
● Eugene Lacey

EXCLUSIVE

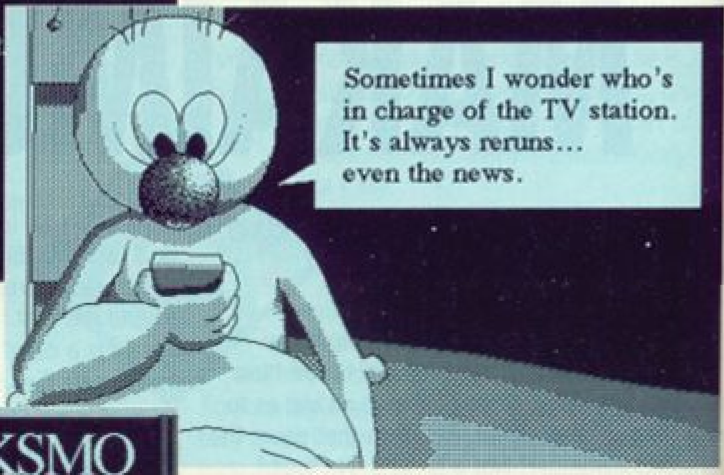
BEYOND

Our journey begins...

One year on and 150Mb bigger – *Cosmic Osmo CD* is here. Rik Haynes travels through this wacky CYAN/ACTIVISION CD-ROM solar system...



There are lots of things to see and do. We can visit the museum, play the *Ship Chip Lander* arcade game, or work in the TV/radio station.


Sometimes I wonder who's in charge of the TV station. It's always reruns… even the news.

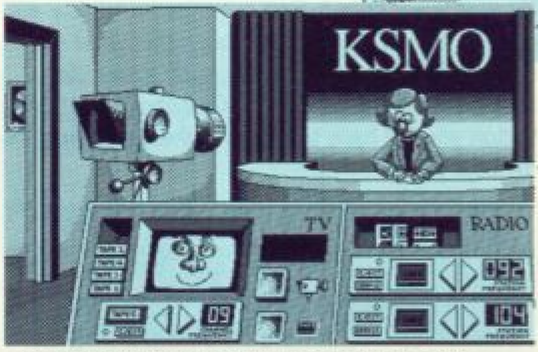
Sadly, our friend Osmo is bored with the shows on TV. Only one thing to do...

THE HYPER WITHOUT THE HYPE

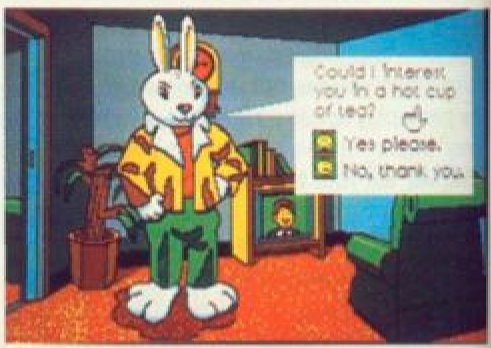
The original version of *Cosmic Osmo* – exclusively revealed in ACE 23 – was one of the most original titles in the history of computer games. In fact, you can't strictly class it as a normal computer game – it was one of the first hypergames. You subscribe to the indescribable when you 'play' *Cosmic Osmo*. It's basically a whole new world in your micro. Your only task is to explore and experience the wonders of this weird world. Everything is mouse driven. Just click on an object and see what happens. And make no mistake, the world of *Cosmic Osmo* is really weird. On your travels you'll meet a blind mouse playing a piano made of Swiss cheese, an opera singing ketchup bottle, a nasty pumpkin who eats your mouse pointer and burps with delight, and a mackerel-shaped spaceship.

Cosmic Osmo CD has all this and more. The compact disc adaption has three new worlds to visit and over 600 sound effects, music tracks and snatches of dialogue. *The Worlds Beyond The Mackerel* includes a brilliant arcade game, *Ship Chip Lander*. This *Lunar Lander*-like game incorporates some innovative features. You don't like the ship sprite? This is easily fixed. Just click on the cabinet to reveal its circuit board and plug in a new sprite IC – you can even fly an Osmo sprite! And you reset the hi-score table by unplugging the coin-op from the mains supply.

Cosmic Osmo CD is only available for the Macintosh for $69.95cd – although versions are under consideration for the CDTV, FM Towns and PC CD-ROM. For further details contact Activision on 0734 311666.



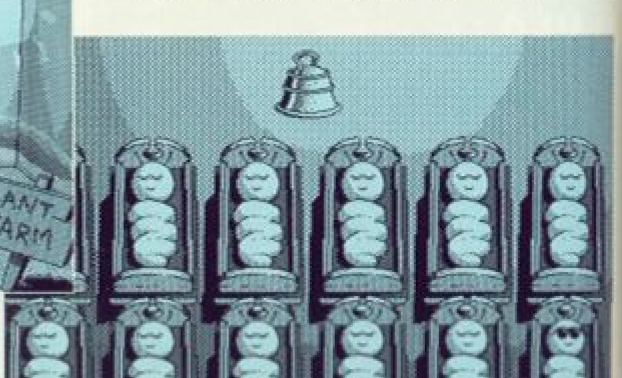
...create our own TV programmes. Lights, camera, action. KSMO's first television broadcast hits the airwaves.



Manhole by Cyan/Activision was the precursor to *Cosmic Osmo*. This is a shot from the PC CD-ROM version.

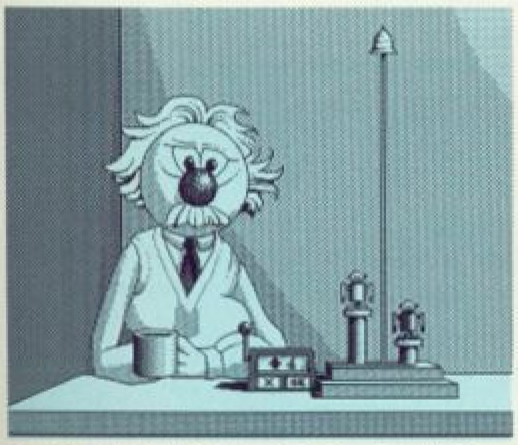
Meanwhile, back at the ant farm...

Special thanks to Bill Volk (Director of Technology at Activision) for the *Cosmic Osmo* Compact Disc and Hitachi New Media (081 848 8787) for supplying the Macintosh CD-ROM drive.

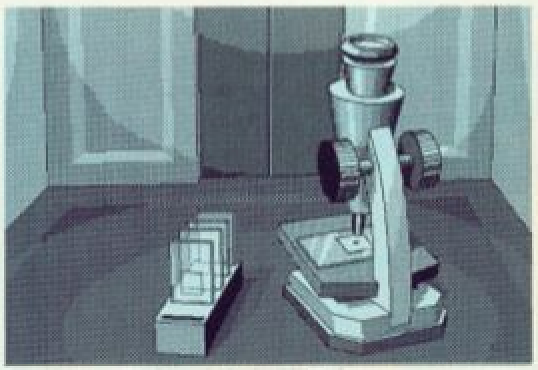


...the baby ants are sleeping. So be QUIET!

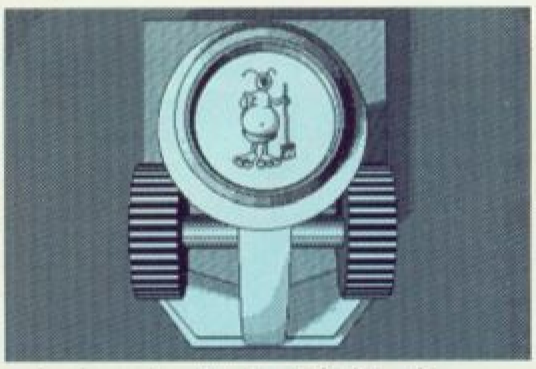
THE MACKEREL



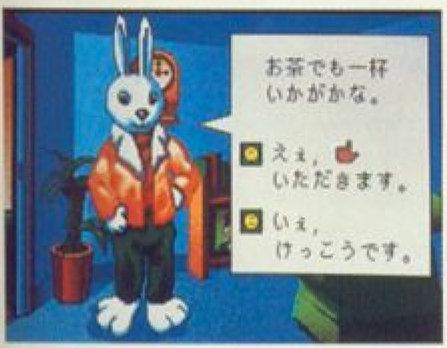
Playing *Blitz Lander* with Professor Elvis Osmostein – first to the bell wins.



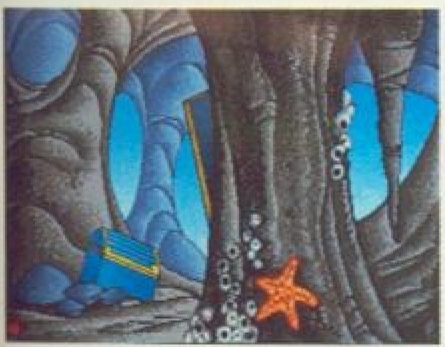
Cosmic Osmo CD through the looking microscope.



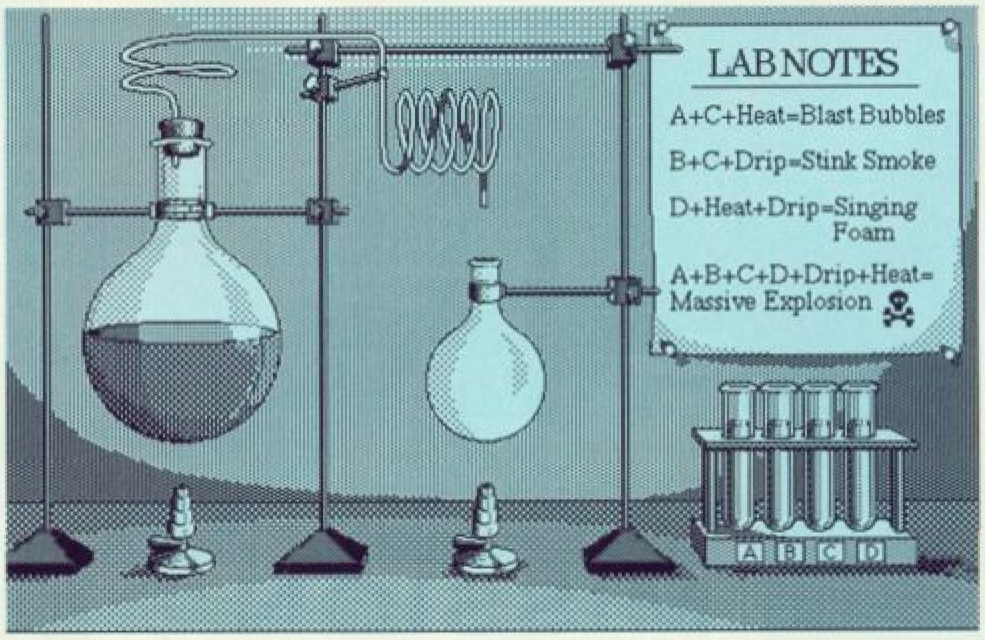
Under microscopic scrutiny – Osmo is hard at work.

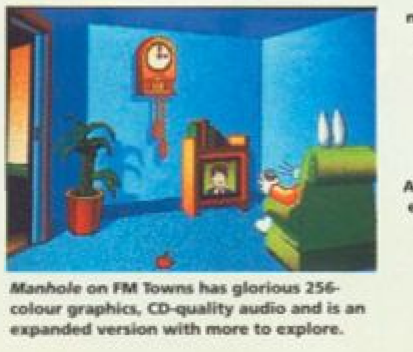

お茶でも一杯
いかがかな。
ええ、いただきます。
いいえ、けっこうです。

The FM Towns version of *Manhole* obviously has both Japanese and English text and speech.



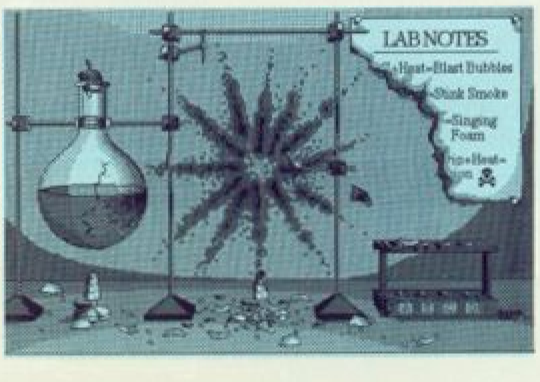
Cyan and Activision have developed the MADE (Multimedia Applications and Development Environment) operating system for PC CD-ROM and FM Towns (shown here). These leading software imagineers are also producing several MADE titles for the CDTV – *Manhole* will be the first CDTV product released.


LAB NOTES
A+C+Heat=Blast Bubbles
B+C+Drip=Stink Smoke
D+Heat+Drip=Singing Foam
A+B+C+D+Drip+Heat= Massive Explosion
A B C D



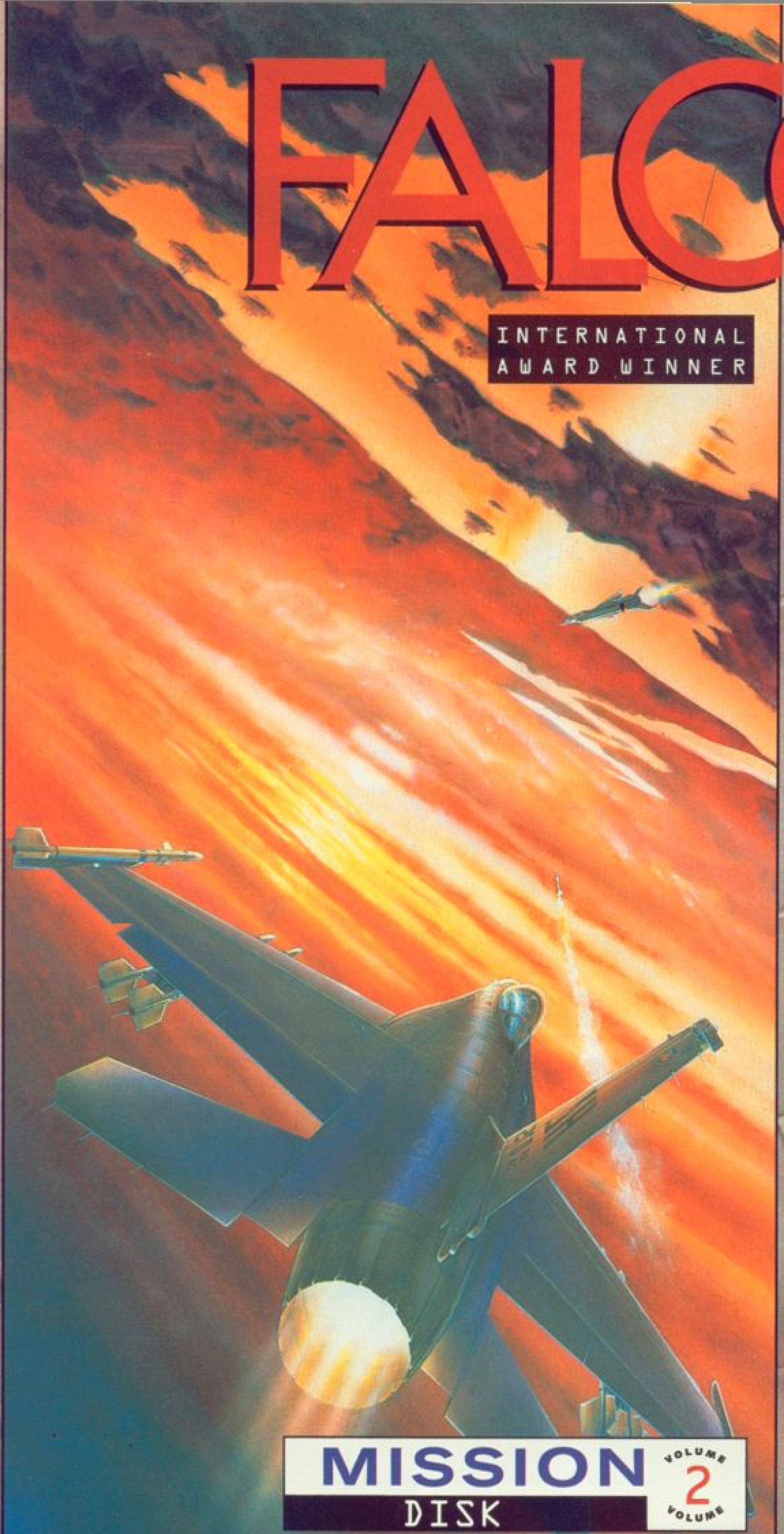
Manhole on FM Towns has glorious 256-colour graphics, CD-quality audio and is an expanded version with more to explore.

Time for experimentation in the chemistry lab...



...oh dear, A+B+C+D+Drip+Heat does equal a massive explosion!

FALCON™



MISSION DISK
VOLUME 2 VOLUME

THE BEST JUST GOT BETTER!

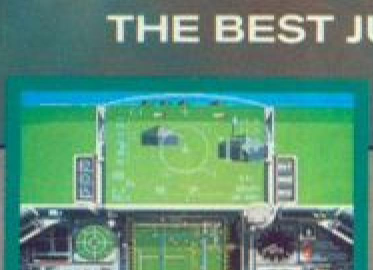
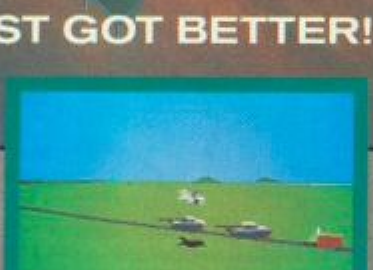
THE BEST JUST GOT BETTER! Mission Disk 2 takes the best simulation of daylight dogfighting into the world of radar intercepts and beyond visual range weapons.

Friendly ground forces need your help. Not only do you have to stop the enemy tank onslaught, you also have to protect your own forces and vital installations from enemy raids.

Messages from ground control will allow you to assess the overall tactical situation. Will you have to scrub your strike mission and go after the enemy bombers? Keep an eye out for the possible fighter escort. You may have to cope with two incoming raids simultaneously and up to five enemy aircraft in the air at once!

NEW FEATURES INCLUD

- SUPERLATIVE "FALCON" GAMEPLAY WITH ENHANCED CHOICE OF WEAPONS.
- INTERCEPT MISSIONS USING GROUND CONTROL AND RADAR.
- BEYOND VISUAL RANGE AND ANTI-RADAR MISSILES.
- FULLY DYNAMIC BATTLEFIELD WITH ENEMY ARTIFICIAL INTELLIGENCE.
- UP TO FIVE ENEMY AIRCRAFT IN TWO INDEPENDENT ATTACKS AT ONCE.

MIRROR Soft

Spectrum HoloByte™

© 1990 Mirrorsoft Ltd. Irwin House, 118 Southwark Stre
London SE1 0SW Tel 071-928 1454

updates

ACE sees how some recent hits have fared as new 8 and 16 bit versions

COMMODORE 64

ESCAPE FROM THE PLANET OF THE ROBOT MONSTERS

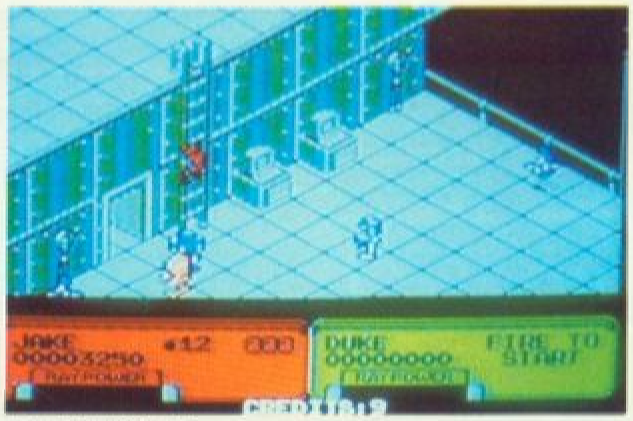
Domark; £9.99cs; £12.99dk; ST Version Reviewed Issue 32;Ace Rating 880

This game was a minor 'hit' in the arcades and on the ST, where it was renowned for its bright and colourful cartoon like graphics. = On the 64 obviously they are more blocky, but somehow the colour schemes give the game a definite Spectrum feel to it – that is, very little colour, and what there is consists of putrid greens, dark blues, creamy white, and so on.

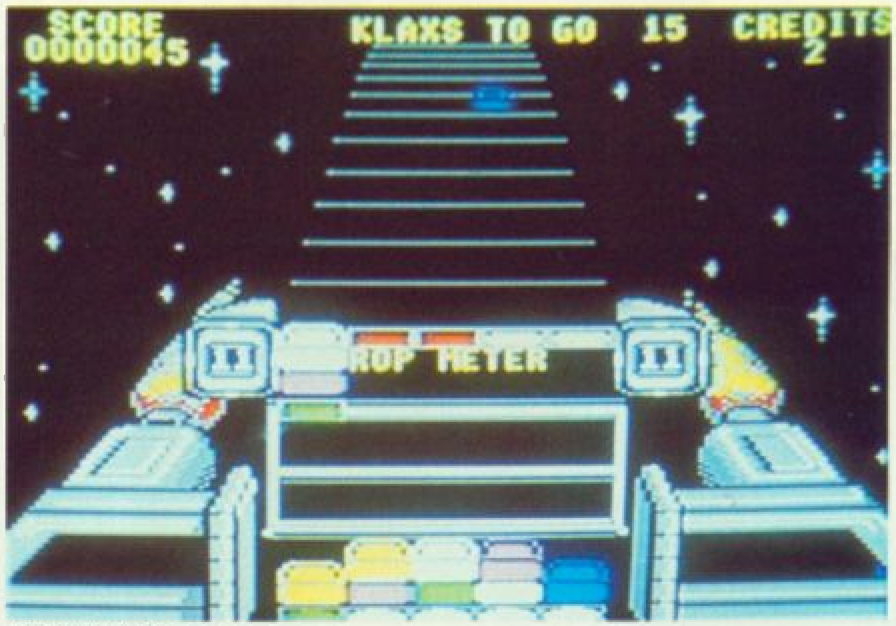
Music on the other hand is brilliant, especially the title track, which has a very eerie atmosphere to it. The in-game music is a little repetitive, but as you can turn it off that's no problem.

Playability is, again, slightly repetitive, but there is the nagging feeling of "just one more go" at the end of a game. All in all a must for fans of the arcade, but for others, try before you buy.

ACE RATING 705



Escape/Commodore 64



Klax/Commodoe 64

KLAX

Domark; £9.99; £12.99; ST Version Reviewed Issue 32; ACE rating 895

When this came out in the arcades, it was immediatly popular, due to it's simple and addictive gameplay. But how has it fared in the transition from coin-op to 64?

Visually it is nothing special, with dull colours, and blocky graphics. Sound is sparse, and what's there is extremely basic, but gameplay… well… it just goes to show that the old 64 still can knock 'em dead. Of all the versions I've played (including the arcade original) the C64 is my personal favourite. It's hard to describe why, as all versions are pretty similar, but there's something about it that gives it the edge. All I can say is – BUY IT!

ACE RATING 830

MANCHESTER UNITED

Krisalis; £9.99cs; £12.99dk; Amiga Version Reviewed Issue 32; Ace Rating 845

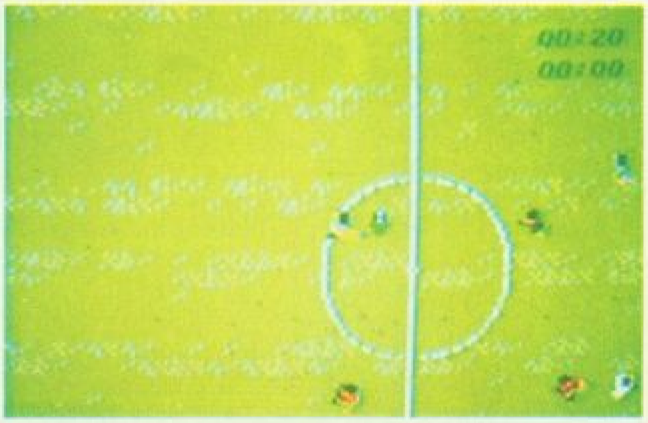
The worlds largest football team comes to the 64! United has already played on the Amiga and got an easy home win, but how will the lads perform on the humble 64?

First half – Graphically Man.U is very poor. The sprites are blocky, and extremely badly coloured. Animation is jerky, and at times it seems as if the pitch is moving by itself! On the management side the icons are well drawn, but again, the colours are a let down (ever seen a green football before?).

Second half – The title tune that accompanies the management screen promises great things. Then you get into the football game proper, and you realise that the sound is up to the same poor standard as the graphics. Apart from the referees whistle, and a feeble cheer everytime a goal is scored, it is silent.

Full time score – Well, as you've probably gathered from the above, the only way United can win is by having brilliant gameplay – it doesn't. Avoid this game at all costs (Krisalis,what happened??) Now, when is someone going to do a game about Charlton Athletic?....

ACE RATING 312



Man Utd/Commodore 64

AMSTRAD CPC

ESCAPE FROM THE PLANET OF THE ROBOT MONSTERS

Domark/Tengen; £9.99cs £12.99dk; Atari ST version reviewed Issue 32; ACE Rating 895

Professor Sarah Bellum and hundreds of humans have been kidnapped by an alien race, "the reptilons". They must be rescued at any cost and the alien installation destroyed. This huge mission is put on the shoulders of the daring duo Jake and Duke.

You take on the role of either Jake or Duke in an attempt to rescue the humans from the 3D isometric "Planet X". This Amstrad rendition of the popular Atari coin op has almost all the features of its arcade parent: frantic two player action, a colourful playing area, and most of all playability. The graphics are not exactly spectacular, but the small detailed sprites are quite attractive.

The only flaw in the game is the sound, which is on par with an old Des O'Conner record – lots of monotonous bleeps and explosions. *Escape From The Planet Of The Robot Monsters* is a very enjoyable game, although it will eventually become boring. Great for one player, fabulous with two.

ACE RATING 725

CREDITS 2
JAKE

Escape/Amstrad CPC

KLAX

Domark; £9.99cs; £12.99dk; Atari ST Version Reviewed Issue 32; ACE rating 895

Tengen's "tick-tack-tile" puzzle game has finally arrived on the Amstrad, and it was well worth the wait!

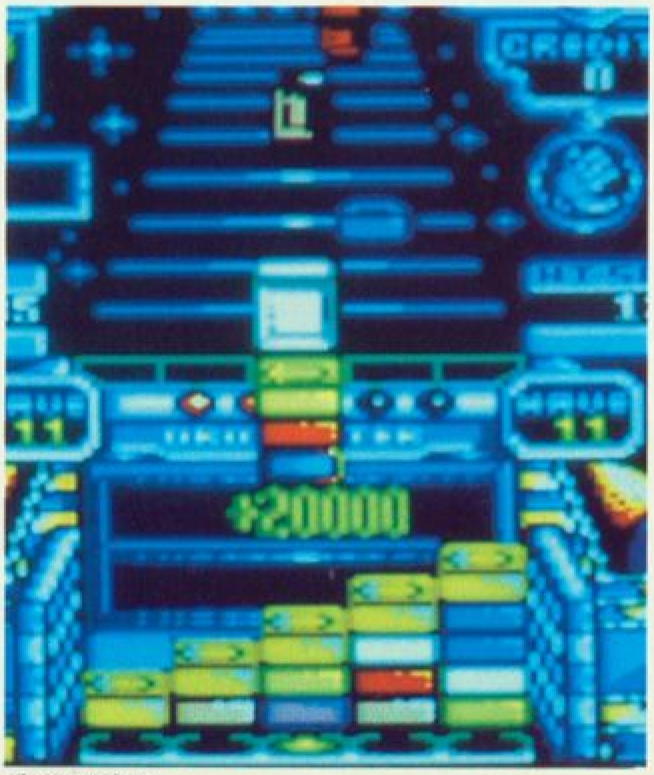
Graphically the game is superb, with brightly coloured tiles flipping smoothly down the conveyer belt towards your paddle.

If you have played the arcade game you will realise just how similar it is. It retains all the speed of the coin-op, in fact, if anything, it's faster! Music is good, and again, adds to the general atmosphere of the game.

Gameplay is extremely addictive, as each level has a new backdrop, as well as new challenges. For instance, on one level you have to get three klaxes to progress, on another you have to get a certain amount of points

Overall then, even though it lacks the two-player option of the 16-bit versions, Klax is a game I would recommend for everyone whether you like arcade action or thought-provoking strategy.

ACE RATING 821



Klax/Amstrad CPC

AMIGA

ESCAPE FROM THE PLANET OF THE ROBOT MONSTERS

Domark/Tengen; Atari ST version reviewed Issue 32; ACE rating: 880

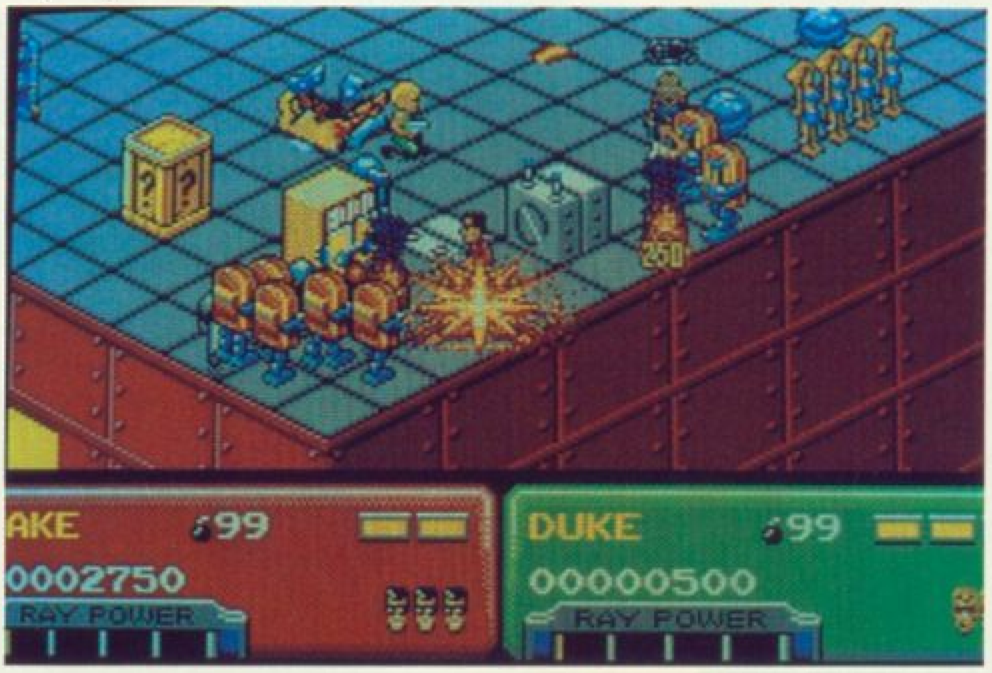
Your name is Jake or Duke, your task is to rescue human prisoners, kill wave upon wave of robots and escape from the planet.

To escape you have to travel along factory floors where the human prisoners are slaving away. To free them all you have to do is walk through them and they disappear. To prevent you from doing this there are hoards of 'robot monsters'. If you are surrounded by these then using a bomb rids you of this menace, but you are encouraged to save these for the evil reptilion which appears every four factories.

The graphics are in the same cartoon style as the ST version. As you would expect the game music and spot effects are so much better on the Amiga making the game more enjoyable. But most importantly the gameplay is in the same fun style. Also it only comes on one disk to the ST's two.

ACE rating: 885

Escape/Amiga



RED STORM RISING

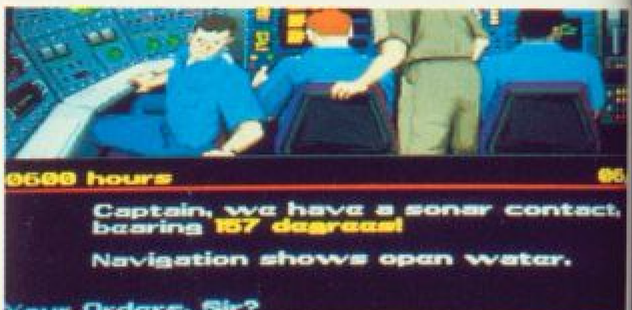
Microprose £24.99 C64 Version Reviewed Issue 14; ACE Rating 814

Microprose's latest Amiga offering is the conversion of the C64 submarine simulation, *Red Storm Rising*.

Graphically, it is primitive, with simple rectangles for ships, and a repetative sequence for firing (and receiving) torpedos. Sound is minimal too, but creates an atmosphere of panic as the radar "pings" get quicker. Playability is where it falls down though, as after a while it becomes a chore to play, due to lack of variety.

A year and a half ago, on a C64, squares and beeps were all you needed to have to create a believable simulator, which is why it scored so highly back then. In 1990, on a 16-bit computer, you areled to expect a little more depth from a game like this. That said, if you are a simulation/strategy freak then you will still probably like this game, but if you're looking for a bit of action then handle with extreme caution.

ACE RATING : 603



0600 hours

Captain, we have a sonar contact, bearing 157 degrees!

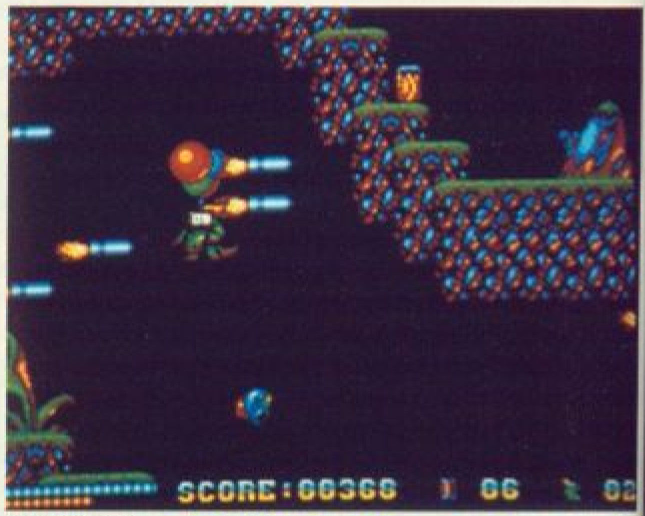
Navigation shows open water.

Your Orders, Sir?

All hands, Battle Stations!
XO, Report Ship Status
Review Mission Orders
Computer Log

Red Storm Rising/Amiga

ATARI ST



Flood/Atari ST

FLOOD

Electronic Arts; £19.99dk; Amiga Version Reviewed Issue 35; Ace Rating 715

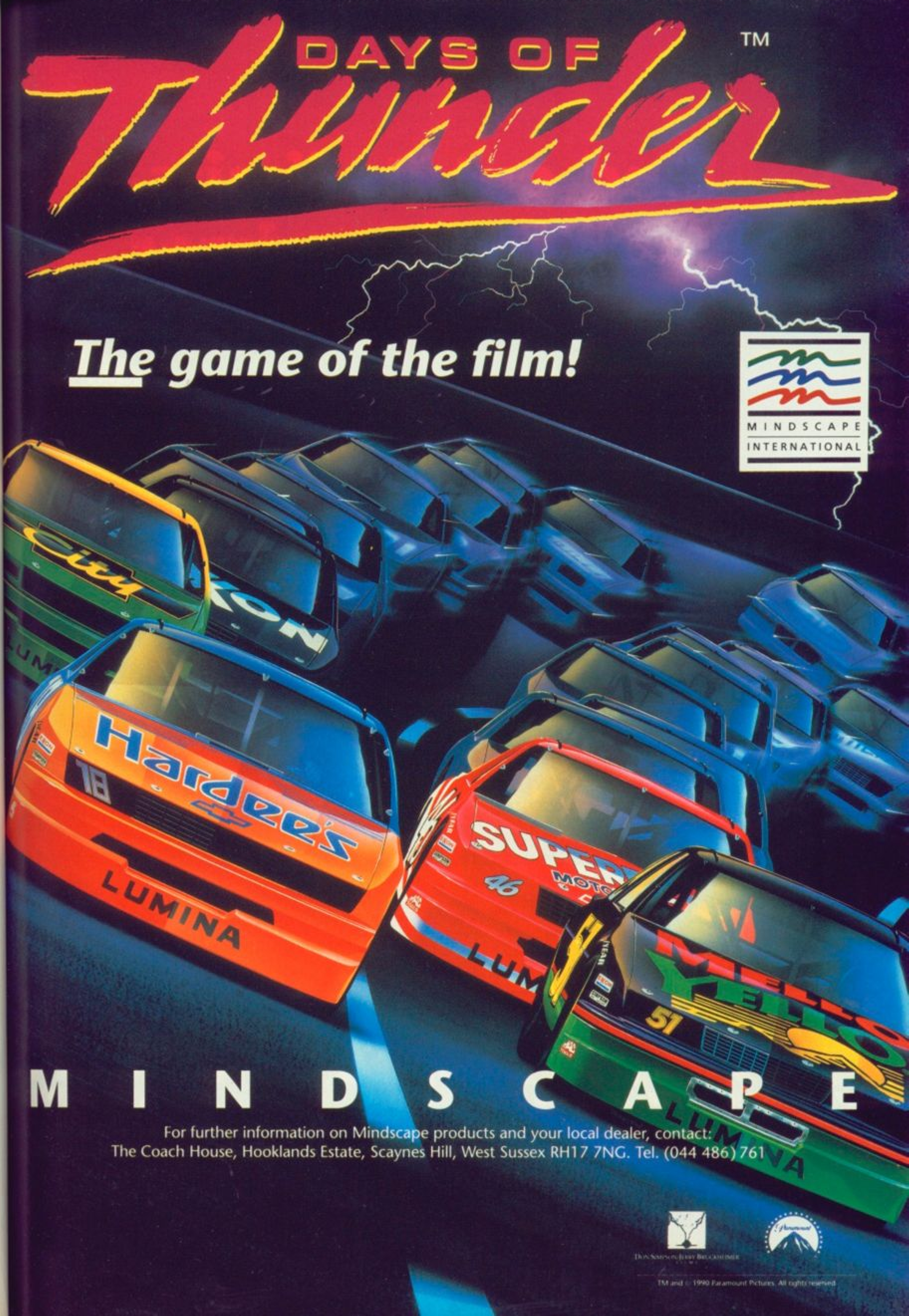
Flood is the new game from the creators of *Populous*. Unlike the latter game, *Flood* requires much less thinking, and much more blasting.

It's a traditional platform game, but with one new addition to the gameplay – you are now capable of walking up walls and on ceilings. This adds a new twist to the ancient art of platform jumping.

The graphics are brilliant, and are enhanced by the sharp, bright colours, which really give the game an arcade feel. Sound also adds to this, with an excellent piece of music and atmospheric sound effects.

The only two gripes I would make are that there are long pauses in between levels, and more experienced games player might find it too easy. Other than that, *Flood* is a highly polished game that will keep many an ST user occupied for some time.

ACE RATING 715


DAYS OF
Thunder
TM
The game of the film!
MINDSCAPE
INTERNATIONAL
City
KON
Hardee's
18
LUMINA
SUPER
MOTO
46
LUMINA
MELLO YELLO
51
LUMINA
MINDSCAPE
Don Simpson/Jerry Bruckheimer Films
Paramount

For further information on Mindscape products and your local dealer, contact:
The Coach House, Hooklands Estate, Scaynes Hill, West Sussex RH17 7NG. Tel. (044 486) 761

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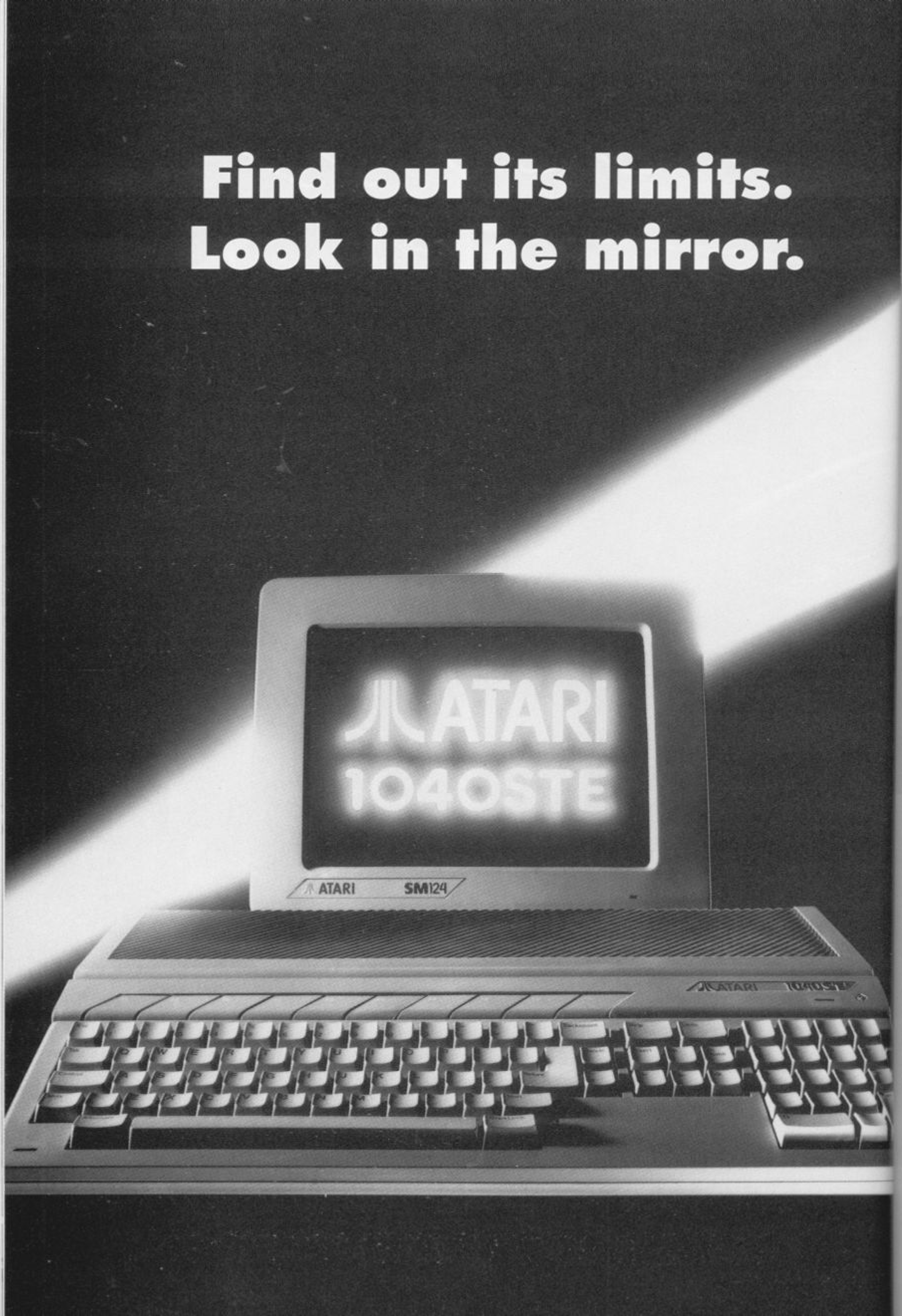

Find out its limits.
Look in the mirror.
ATARI
1040STE
ATARI SM124
ATARI 1040STE

Introducing the powerful new Atari 1040 STE. With such an awesome machine, we're convinced the only limits you'll come across are your own.

Based on the incredibly successful 1040 STFM, the 1040 STE itself goes beyond the limits of its predecessor.

The 'E', by the way, stands for 'Enhanced'. But once you've discovered its amazing array of features, you may consider 'Enhanced' to be the understatement of the decade.

Perhaps the most outstanding feature of the 1040 STE is its graphics. Its palette contains over 4000 colours (all right, 4096 to be exact).

To ensure precise and realistic images, the STE features 'hardware scrolling', enabling smooth scrolling in any direction and split-screen effects. And, with the SM124 monitor, you'll get razor sharp black-out-of-white text that's as clear as the type on this page.

To complete the picture, it is able to 'phase-lock' its video output to an external video source, permitting direct linking to a Genlocking device.

The 1040 won't just have your eyes swivelling in their sockets. Your eardrums will also take a pounding from the 8-bit PCM stereo sound.

The new PCM (Pulse Coded Modulation) sound system's two chips allow the 1040 STE to replay high-quality sampled sounds, in stereo, without burdening the CPU. Or, for even more of an earblasting, just add a couple of RCA output jacks and power the sounds through your own stereo.

Of course we mustn't forget memory. One megabyte of RAM comes as standard. If that's not enough, the 1040 STE provides four SIMM sockets. Simply plug in some SIMM (Single In-line Memory Module) boards and boost the RAM up to four megabytes.

To help you handle all this technology, we've added even more: a Blitter chip, capable of shifting data at high speeds independent of the CPU, and a new version of TOS.

The TOS 1.6 (operating system) has an enhanced file selector with drive-change buttons, improved desktop with file move, MS-DOS compatible disk formatting, and better application installation and auto-booting facilities.

As you'd expect, there's a huge range of peripherals including hard disks, floppy disks, laser printers, colour monitors and even Megafile 44, Atari's unique 44-megabyte removable hard disk.

As well as all this hardware, there are hundreds of software programmes for the 1040 STE - we're even throwing in the ST-Series Productivity and Leisure bundles free.

The Productivity bundle features a database, spreadsheet, word processor and business graphics package, and there's S.T.A.C., FirST BASIC, Hyperpaint and Prince in the Leisure bundle.

If you're itching to get your hands on the controls, there are two 15-pin analogue controller ports (which accept paddles, light-guns and light-pens) and a 9 pin mouse port and joystick port.

With adaptors, up to six people can use the 1040 at one time. Just in case it's too much for one person to handle.

At £499.^{99} it certainly won't be too much for one person to afford.

The ideal computer at the ideal price, you may think. We think so, too. But there remains only one potential problem: not whether you'll make impossible demands of the 1040, but whether the 1040 will make impossible demands of you.

Please send me further details of the 1040 STE and other Atari products.

NAME: ______________________________

ADDRESS: ______________________________

______________________________ POSTCODE ________

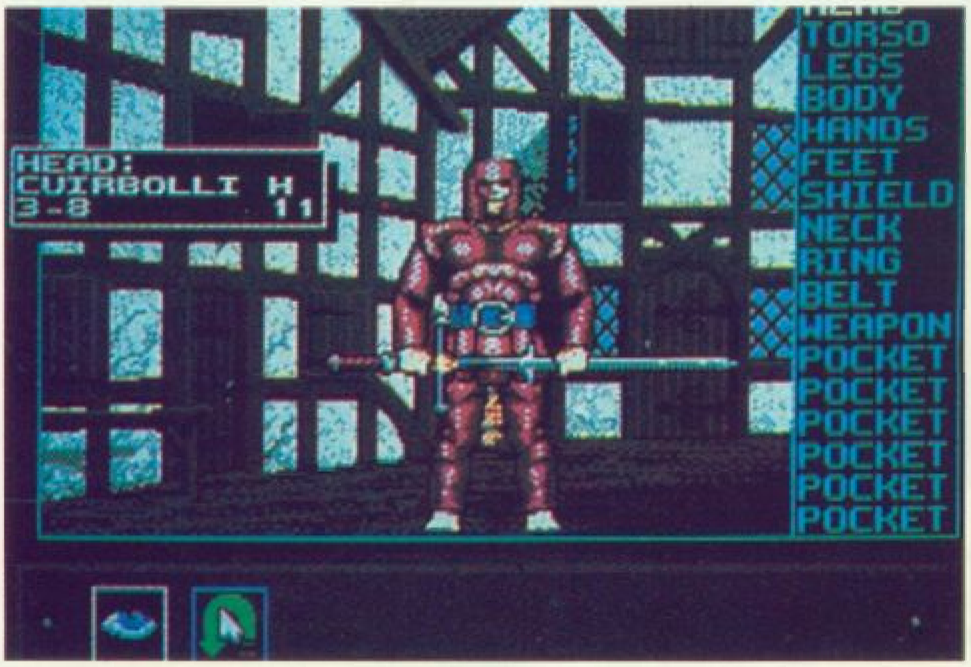
Please send to Atari Corp (UK) Ltd. Atari House, Railway Terrace, Slough, Berkshire. SL2 5BZ.

ATARI 1040STE

WITHOUT IT YOU'RE JUST PLAYING GAMES

Fight for your

ORIGIN cordially invites a lucky ACE reader to attend the Halloween party of Lord 'Ultima' British at his millionaires mansion in Texas, USA.



KNIGHTS OF LEGEND. This 945 ACE-Rated fantasy role-playing adventure is now out on C64, Amiga, ST and PC. It features over 300 bitmapped pictures (including 100 character portraits, 90 towns, hamlets and shop illustrations and 32 monster illustrations). You can create up to 6 characters in your party and customise your own weapons and armour. ACE's Laurence Scotford wrote, "Knights of Legend has impressed ACE, and it will impress you – buy it!"

High in the hills outside Austin, Texas lies the home of Richard Garriott – the millionaire boss of Origin, creator of the award-winning series of *Ultima* fantasy role-playing games, and the guy they call Lord British.

Every year, on the night of 31 October – that's Halloween to you – Garriott throws a party for his local town. But this is no ordinary party, because Lord British is no ordinary person.

This games genius has his own personal observatory built into his home, a room with no doors (just a secret passage) and a speaker system that packs a mega 4500 watts of power!

Now just imagine the sort of Halloween party Lord British would throw to match his surroundings and creativity. Or better still, find out for yourself in this exclusive ACE/Origin competition...

ORIGIN
We create worlds.

THE QUESTION

All you have to do to win a trip to the party of a lifetime, or a special limited edition copy of *Ultima IV*, is answer the following question:

Who directed the film Halloween?

Write your answer on the back of a postcard and send it to: **ACE ORIGIN COMPETITION, EMAP Images, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.**

Don't forget to include your name, age, full address and daytime telephone number (if you have one).

If you also want the chance to win £500 of spending money you should attach to your postcard the bonus coupon printed in next month's issue of *ACE*. The coupon can also be found in Origin's *Knights of Legend* game for C64, Amiga, ST and PC.

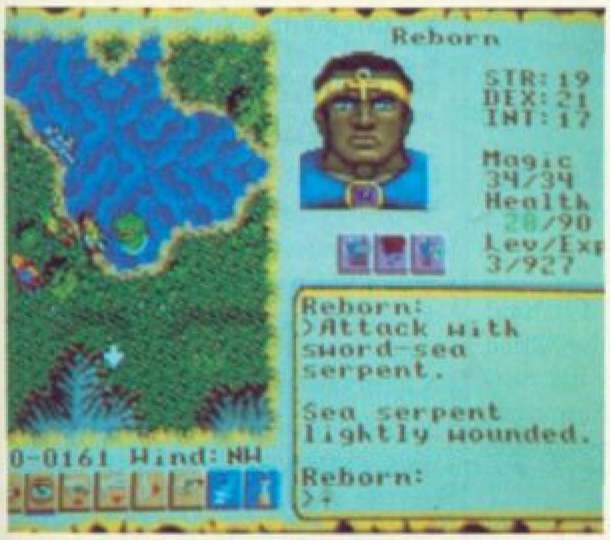
THE PRIZES

The winner of the first correct entry out of the sack will win a trip to Austin, Texas in the United States of America to attend the Halloween party of Richard 'Lord British' Garriott at his millionaires hill-top mansion on 31 October 1990. Garriott is the boss of Origin and creator of the award-winning *Ultima* series of fantasy role-playing games

If the winning first prize entry has a bonus coupon attached (see THE QUESTION panel) then the winner will also take £500 of spending money with them. The lucky winner of the first prize will be accompanied to Texas by a representative of ACE.

The next 10 correct entries out of the sack will each win a special limited edition copy of *Ultima VI*, personally signed by Lord British.

right to party!


Reborn
STR: 19
DEX: 21
INT: 17
Magic
34/34
Health
28/90
Lev/Exp
3/927
0-0161 Wind: NW

Reborn:
>Attack with sword-sea serpent.

Sea serpent lightly wounded.

Reborn:
>

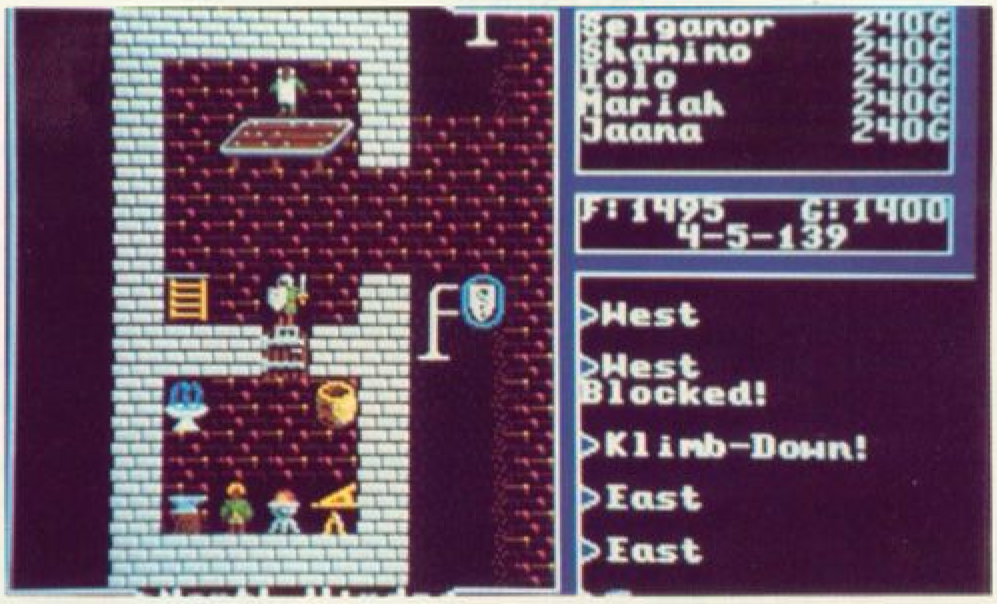
ULTIMA VI. "Origin's blockbusting release goes beyond Ultima V, and got one of the highest ACE ratings to date (950 ACE-Rated) for its combination of exploration, combat and puzzle solving." Already out on PC - the C64, ST and Amiga versions will be available later in the autumn.

THE RULES

1. The closing date of the competition is Wednesday 3 October 1990.

2. The winning entry must have the bonus coupon attached to be eligible for the bonus prize of £500 spending money.

3. The judges decision is final, and no correspondence will be entered into.


Selganor 240G
Shamino 240G
Iolo 240G
Mariah 240G
Jaana 240G
F:1495 G:1400
4-5-139

>West

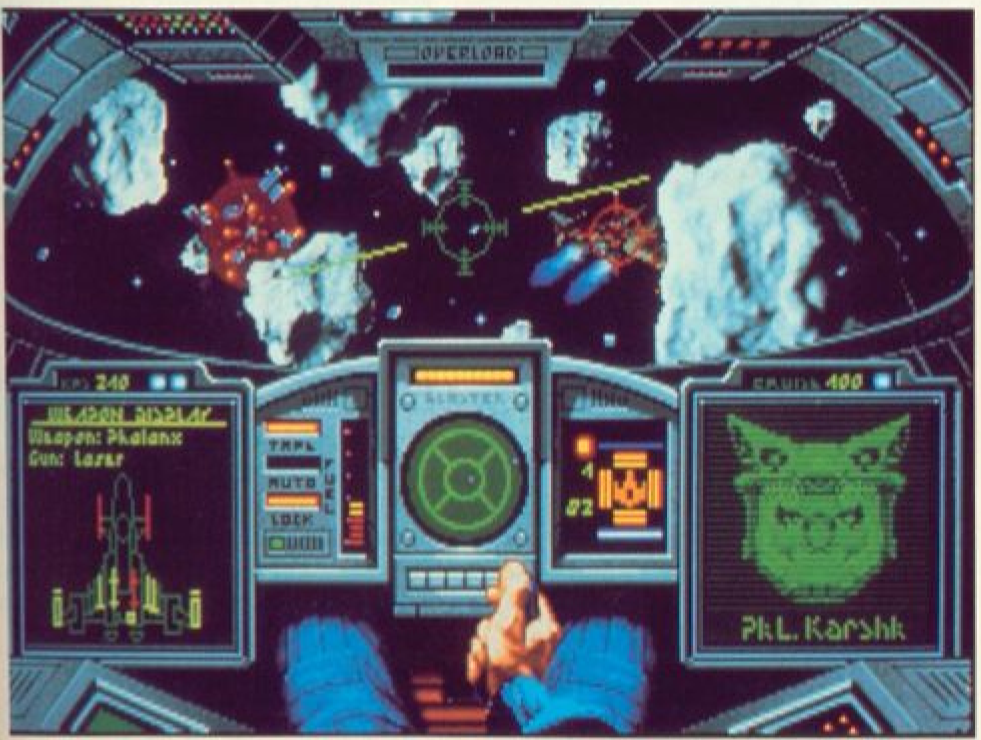
>West
Blocked!

>Klimb-Down!

>East

>East

ULTIMA V. The classic ACE-Rated fantasy role-playing game in now out on C64, Amiga, ST, and PC. "More than two years in the making, Warriors of Destiny has hundreds of truly life-like people who can carry on complex conversations and interactions with you." ACE's resident roleplaying expert said, "Ultima V is brilliant".


OVERLORD
240
WEAPON DISPLAY
Weapon: Phalanx
Gun: Laser
AUTO
LOCK
400
Pkl. Karshk

◀ WINGLEADER. Exclusively previewed in last month's ACE, the world's first cinematic 3D space combat simulator is a radical departure for the masters of the fantasy role-playing game. ACE's Rik Haynes wrote, "Playing Wingleader is like playing a film." Look out for the exclusive review of Wingleader in issue 38 of ACE.

THE

No. 59,967 LATE LONDON EDITION LONDON WED

THE GREAT ASSAULT SUFFERS MULTIPLE SETBACKS

BAD WEATHER DELAYS TROOPS

MASS ATTACK BY AIRBORNE TROOPS REPELLED

The Allied Expeditionary Army was fighting last night on the beaches of Normandy after attempting the greatest operation of its kind in history.

Heavy casualties were suffered at sea from German shore batteries, and the attempted air invasion was aborted as parachute troops were engaged and shot down as they landed.

Mr. Churchill announced last evening that the sea passage had met with "far greater resistance than had been anticipated" as the weather in the English Channel deteriorated rapidly, slowing the Allied Forces' progress as they met not the "stiff resistance expected, but a much stronger, and agressive posture" adopted by German commanders.

German forces were expected only to defend the Fortress of Europe in the face of the concentrated Allied attack on the narrow Cherbourg peninsula. Their tactics of meeting the Allied attacking hordes with split forces on multiple fronts is a reversal of the strategy anticipated, illustrating the flexibility of the Axis forces' battle plans.

Orders issued by the German High Command have shown the highest degree of thought and planning, as far down the chain of command as those given to individual battle units. The front-line units have high morale and are showing great experience in resisting the Allies' invasion. They appear to be utilising the battle tools at their disposal to maximum effect.

It is imperative that the leaders of the Allied Expeditionary Force modify their invasion plans. It is fortunate that, very soon, Rainbird will give them the means to do so.

OTHER CAMPAIGN NEWS
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Parliament 2
Roll of Honour 7
Sporting 2
The Times of 1844 7
Wills & Bequests 7

ATTEMPTED LANDINGS STALLED

A statement issued from Suprem Headquarters, Allied Expeditionar Force, yesterday, read:-

COMMUNIQUE No. 1

Under the command of Genera Eisenhower, allied naval forces, supporte by light airforces, attempted to land allie armies this morning on the north-wester coast of France. Early reports tell of heav losses in the face of aerial and land base bombardments by Axis forces.

THE KING'S VISIT TO SUPREME H.Q.

BEACH-HEAD REPORTS

The King visited General Eisenhower a Supreme H.Q. Allied Expeditionar Forces yesterday afternoon. He wa accompanied by Mr. Winston Churchil as Minister in Attendance. The King an Mr. Churchill also visited Air Chie Marshal Sir Trafford Leigh-Mallory, C in-C., at his H.Q. of the Allied Ai Forces.

The King and the Prime Minister drov together from Buckingham Palac immediately after luncheon, which M Churchill had taken with the King. At th H.Q. the King and the Prime Ministe talked to high officers directing operatio in the field, and were shown the expecte effects of the one hundred variable governing the outcome of the invasio They were also shown reports coming i from the beaches, and discussed th Production goals which have been s towards building up the ports of Southe England.

ALLIES' TACTICAL MISTAKES

From our Special Corresponden in London

It was becoming apparent in London las night that Allied commanders may wel have underestimated the potential of th German Forces, and made serious tactica errors in drawing up their initial battle plans

RA RD

TIMES

WEDN Y JUNE 7 1944

POSTAGE: INLAND 1d ; ABROAD 2d **PRICE 3d**

NGS

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General
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nd allied
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They must now reassess further lines of action in order to take full advantage of the flexibility at their fingertips.

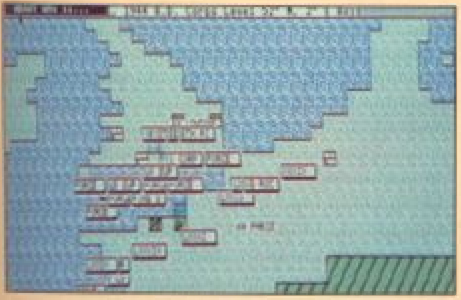
The 'Atlantic Wall' of resistance built by the Germans cannot apparently be surmounted by the single unit attacks launched against it under prevailing conditions. Allied forces are preparing to switch to multiple front attacks with a heightening of agression.The concentration on viewing the battle at Division Level must be widened to encompass a greater degree of Group Level strategic planning.

Even if such last minute switches in the battle equations prove wise, doubts are surfacing in London over the Allied Forces readiness to encounter all sixteen terrain types if a successful beach-head is established.

Allied command has extensive knowledge of all 'special squares' along the French coast. These are points of major strategic importance such as ports, towns and fortifications. They are gaining up to the minute information on local temperature, climate and wind direction, in addition to the potential capability and strengths of the Axis production ports.

Keeping track of all the factors within the conflict is being made easier by the constant updating of battle reports dispatched from the front, and the inputting of this information into sophisticated pre-drawn battle plans.

So that the early losses which have been suffered may be reversed, and the threat of German counter-invasion may be repelled, Supreme Allied Command are adapting those battle-plans in their Master Control Panel, thought to be a body of men comprising the finest military brains available worldwide.



UMS II - Nations At War - incorporates three scenarios, comprising the Assault on Fortress Europe, the Crusades of Alexander the Great, and the Napoleonic Wars. Developed by Intergalactic, the award winning programmers of the original UMS, in conjunction with Rainbird, the Masters of Strategy, UMS II will be available for your Commodore Amiga, Atari ST, IBM PC and compatibles and Apple Macintosh.

WAITING FOR THE WORD A VAST GATHERING

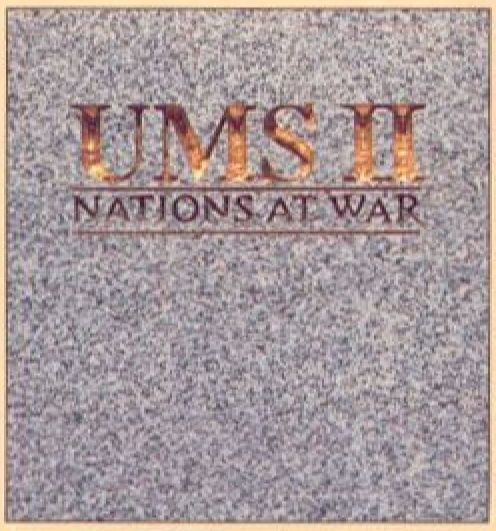
FINAL MOVES TO THE SEA

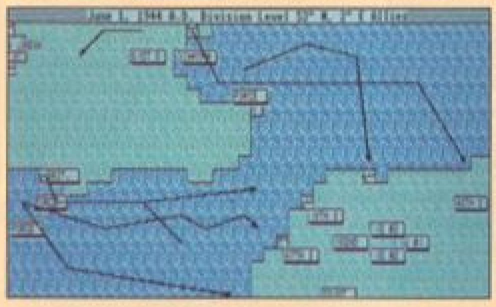
From Our Special Correspondent

An English Port, June 5 1944

The time has come. All we await now is the word to go forth and strike the terrific blow in Western Europe, of which General Montgomery writes in his valediction to the assault troops under his command. When this despatch appears that blow will have been struck; and as one gazes out over an anchorage of fond remembrance in which, framed by the sweep of England's green shore, countless invasion ships lie at their stations, the mind recoils from the dimensions of it all.

For those tight packed ships represent only one of the rivers of men and machines that all along the coast are pouring out into the sea. Four years ago, almost to the day, the tide of water had flooded from the east into the French channel ports before swirling back on Paris and far beyond. Now the tide has turned, and in this suspended moment of history the first mighty wave is gathered before it crashes down on the enemy's beaches. And the near observer gets no more than the fleeting, awesome glimpse of it that a solitary swimmer would have of a great breaker in an angry sea.





THE MIGHTIEST

REWRITE IN HISTORY

The mightiest of all time - such phrases come glibly but say very little. Words, indeed, pale before the vastness of the reality; attempts to convey the sheer depth of strategy fail in prose. To experience is to understand - Nations at War.

Borne of a classic, the original UMS. Imitated but never surpassed.Until now. This fragile planet for which man fights is mapped with precision.From the war-clouds enfolding our Earth to the bloody battlefronts of vulnerable flesh, this is a truly Unviversal Military conflict.Such an abundance of changeable parameters has never governed the activities of Nations at War before.

War has winners, but this is no game. It is the greatest wargaming utility. To encompass the the changing political, economic, climatic, geographic and human factors was the Intergalactic goal. At last, perfection is achieved.

Learnt from the lessons of history, from the crusades of Alexander to Napoleon's quest for Europe and beyond, here is the knowledge, requiring only the skill of a would-be Commander of men.

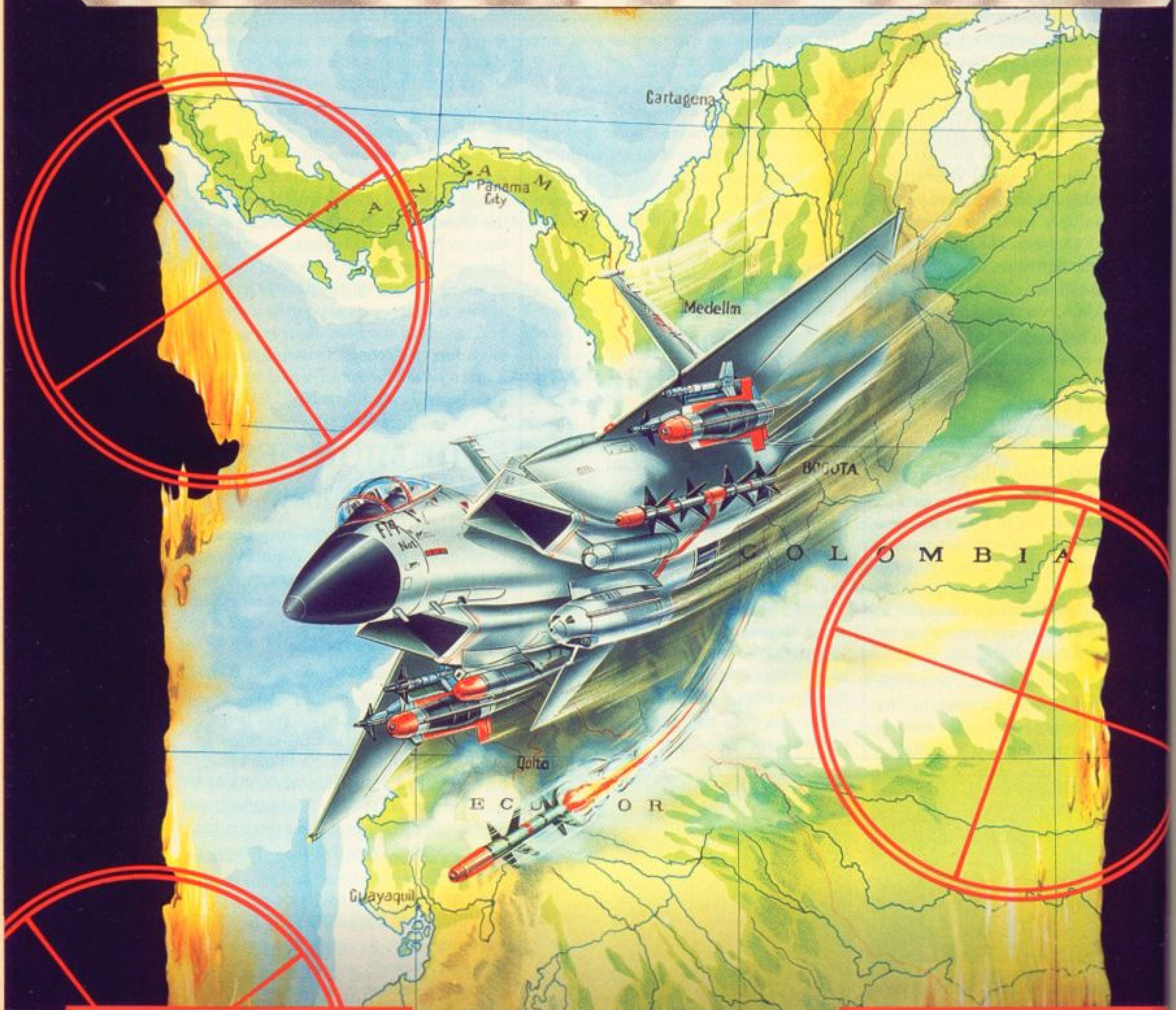
As Allied Supreme Command struggle for the means to reverse the error of their ways, up to fifty people sit down in the hope of rewriting history.

They now have that ability.

UMS II - Nations at War.

SNOWSTRIKE

MISSION ZONE COLOMBIA-MISSION TARGET DRUGS!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.... U.S. CONGRESS IN EMERGENCY SESSION – MOTION TO DECLARE WAR ON COLUMBIAN DRUG BARONS NARROWLY DEFEATED .....

.... COVERT OPERATION PLANNED BY MILITARY. U.S. CARRIER SETS SAIL FOR GULF OF PANAMA.

.... DRUG BARONS READY TO SHIP THEIR LARGEST EVER CONSIGNMENT OF THE DEADLY COCAINE OR 'SNOW'.

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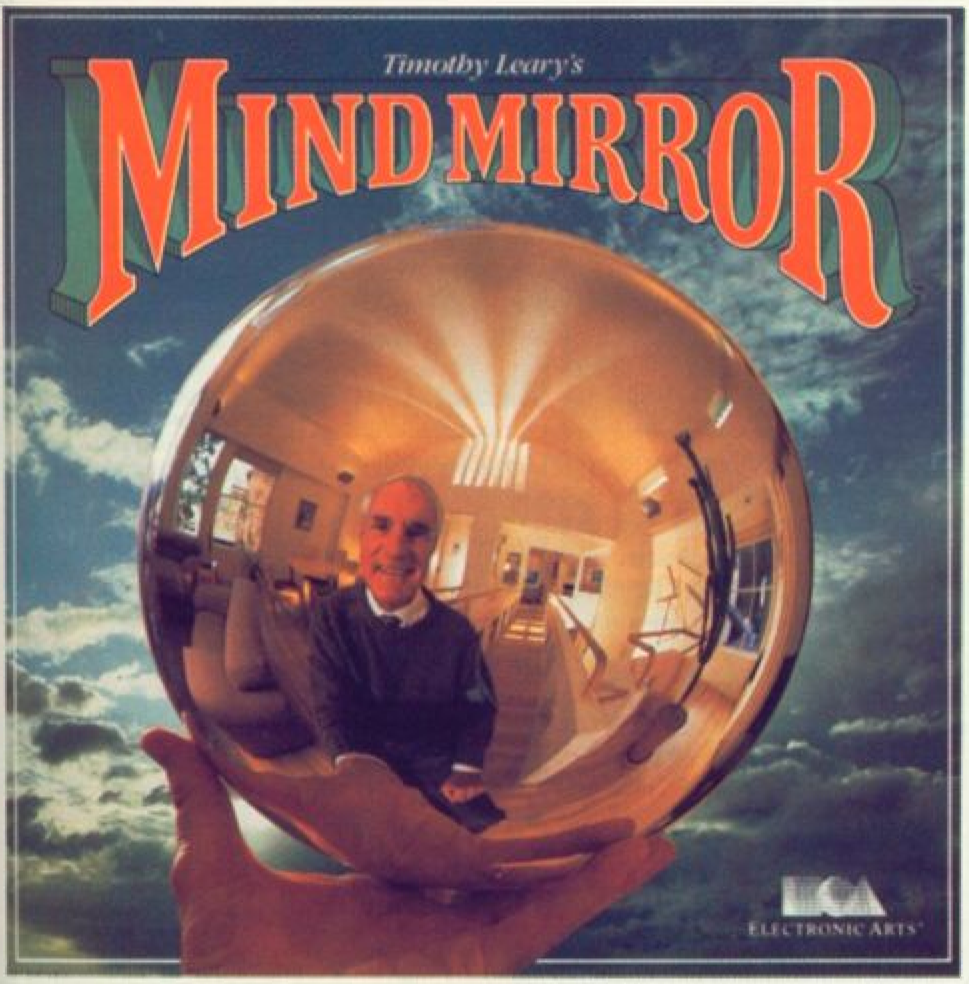


In 1986 Leary's company, Futique, released its first product, *Mind Mirror* , under the Electronic Arts label costing $35. *Mind Mirror* is a self-analysis software program available for IBM, Apple and Commodore. Leary describes it as a system of choices that allow you to simulate personality behaviour:

"You could be yourself, a member of your family, or a celebrity like Michael Jackson. You take on a personality and then navigate yourself through over three thousand micro events by making quick decisions about how you would respond in different situations, starting as a sperm in the fallopian tubes where you decide whether you are worried or confident, and going on up to the time when you have to choose between a Republican banquet or a transvestite rock and roll club. After each choice there's immediate feedback so you can see how close you came to how that person made choices."

Who uses *Mind Mirror*? Not only people who enjoy playing head games but also those who get paid to sort them out. For example, the psychologists at California Family Services in Burbank use it as a clinical tool for family therapy.

Leary agreed with us about the inherent limitations of a verbal program. That is why he and his team are currently working on an interactive video version of *Mind Mirror*.

"In our next version the performer can create the scripts which will add dimensions to the interaction. We are doing everything we can to have it be multi-media and multi-linguistic so you can hit a button and it comes out in, say, Japanese."

It's no wonder Leary is thinking in Japanese. He told us that he is right in the middle of negotiating a contract with Pioneer in order to do a laser disc version.

Cyber Pioneer

Acid House, Acid Music...but what about Acid Computing? Timothy Leary was one of the leaders of the American West Coast cultural revolution in the 60's. Now he's moved from LSD to virtual reality. Nicola Broad interviewed him in Los Angeles...

Dr. Timothy Leary, now almost seventy, is due to make his first British appearance in almost twenty years this September on the eve of the Computer Entertainment Show. Leary has always been ahead of his time and now he's started to explore the potential of home computing, working his ideas out in silicon and selling them for $20 to $35 through his company, Futique, which has been going since 1986.

Leary, for the benefit of the more youthful ACE reader, was notorious in the late '60's as the Harvard psychology prof whose experiments with LSD helped bring about the cultural revolution. Sitting in Leary's comfortable Los Angeles home, we were pleasantly reminded of that era as his step-son, Zachary, played Crosby Stills and Nash throughout the interview. We donned our dark glasses and asked Leary what was going on...

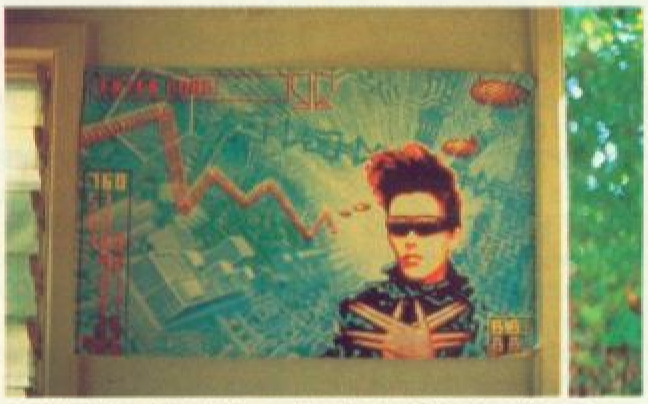
'Since the fifties my work has been psychometrics; that is, the measuring of human communication. I was one of the first psychologists to use computers at Harvard, mainframes in those days. I've always been involved in the use of high technology to record human behaviour and then to process the data and feed it back. Everything I've done in the forty years of my work involves feedback. You don't hold your responses to yourself; you make your interpretation and I make mine.'

'We are all getting more and more involved in electronic realities.'
Timothy Leary

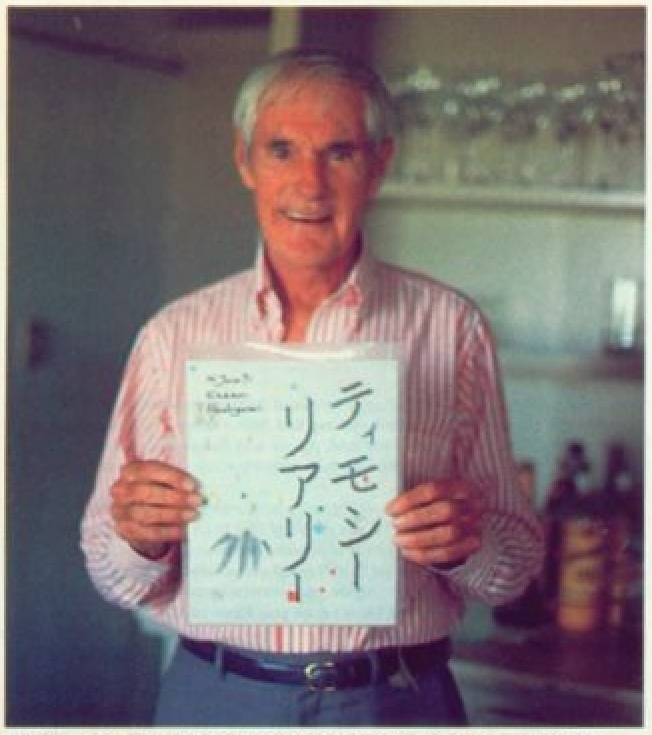
Whether he is referring to psychology, education or entertainment, Leary's emphasis is always on two-way communication. Therefore it's not surprising that he's mad about modem'ing, and loves to chit chat with people who are using his software. 'We're doing away with the top dog architecture of human relations,' he explains. To prove it, he includes user-rating and suggestion boxes in his programs, and pays a small amount of money whenever a user's contribution is included in a future version of his software. If only UK games software houses would introduce a similar system!

Leary gets really enthused when he talks about interactive technology. He is appalled at how television has 'narcoticized America,'and would love to see computers with interactive software cheap and easily available. 'That way,' he points out, 'no-one has to be a passive media victim, we can create our own realities right on the screen.'

This is the kind of thinking that comes out in Leary's software 'My programs are primitive devices,' he told us, 'but they are all based on quantum physics, interactivity,



The talented graphic artist Brumm Baer is part of Leary's creative team. This is Baar's rendition of Molly who visits Japan in the year 2020. She is one of the characters in *Neuromancer*, a software version of William Gibson's book that Futique is working on with Pioneer. *Neuromancer* is the sort of interactive adventure game that Leary refers to as a "mind movie" because it involves writing your own script.



No, those designs on the left are not cannabis leaves, they are bamboo leaves. The calligraphy reads "Timothy Leary" . It was produced on a Mac and given to Leary as a gift on his recent visit to Japan.

quick feedback and the user's ability to insert his own script.'

Leary uses his program, *Intercom* (see caption) for communicating with his own students. It's required software for a college extension program in Pennsylvania which Leary teaches from the comfort of his home. From our brief experience of it we didn't think Intercom was sophisticated enough to revolutionize education, but Leary is not making that kind of claim. Besides, he thinks all education programs should be tailor made. However, we think *Intercom* is on the right track as it does hold up a magnifying glass for the communication process.

'The word 'communication' has gained such a bland meaning,' Leary told us. 'All I'm ever interested in is more accurate packaging of thoughts in order to communicate them more clearly with others.' He explained that due to the advances in electronics this packaging can become increasingly precise. 'We are all getting more and more involved in electronic realities....Now you can create your own realities and as we get more into optical graphics they can become more visual.'

PERFORMANCE BOOKS

Leary's interest in communication has led to an interesting contribution to literature. He has invented what he calls, 'performance books', computerized books that incorporate feedback options.

Leary showed us chapters of his autobiography, 'Flashbacks', which he has put into performance mode. The text stops every page or two so that the reader can assess his responses and compare them to another user's, or even to those of the author.

For example, at one point we were asked to assess the author's character traits by rating different options on a graph from 1 to 100. The options included: Sober, Creative, Cautious, Wild, Kind, Spontaneous and Hedonistic, and we rated them on a graph of 1 to 100. Whacky, we noted, was not one of the options, but this kind of application does open some interesting doors. Imagine consulting your favourite author about an essay you're writing on him!

When it comes to entertainment, however, Leary may best be remembered for his invention of 'Mindmovies'. Here, interactive options enable the at-home 'director' to create scripts from a large menu of dialogues, characters and plots. Leary is working with Pioneer to produce the laser disc programs that will bring his 'mind movies' to life. They are currently producing *Neuromancer*, (see caption), a futuristic interactive 'mind movie' with high resolution graphics that will provide the fast visual feedback that Leary has been waiting for

In *Head Coach*, a project just being released by Futique, Leary has attempted to create the ultimate interactive package – a program that creates a silicon 'counsellor' you can tailor to answer your own specific needs. *Head Coach* enables you to create a Freud, a Buddha, a lawyer or a maths tutor – whatever your want. Suddenly your micro can become a friend – or a professional – who can take you by the hand and help you sort out your problems.

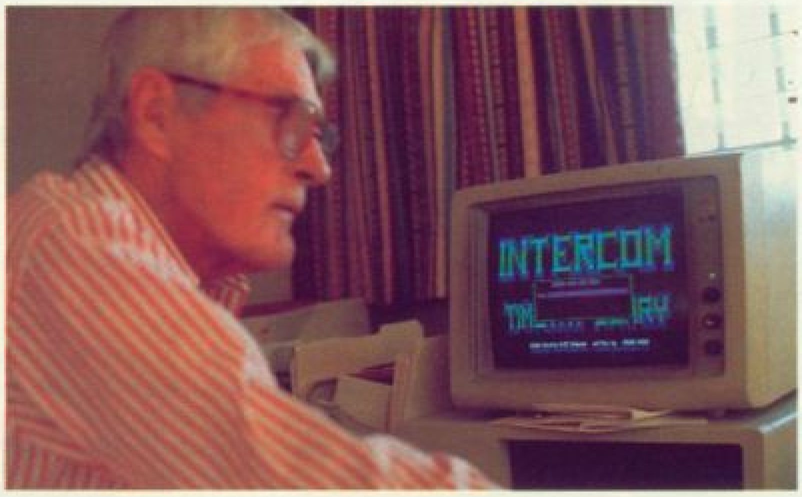
By now you will have realised that Dr Leary's ideas for computing are not exactly, well, er...conventional. But after sitting down to review the ten thousandth shoot-em-up of the year, true originality in computing is something we all ought to welcome with open arms. Leary's ideas have never won him sympathy from the powers that be (he even served 2 1/2 yrs on a possession charge during the Nixon administration), but instead of being bitter, he explains society's lack of understanding as a fear of chaos.'I have nothing but compassion for the people who fear chaos,' he told us. Governments, he believes, erect walls, censor media and withhold visas and are afraid of the communications revolution that is breaking down barriers between people. 'It wasn't politics,' he points out, 'that brought down the Berlin Wall, it was information.'

And as a final word, Leary must be the only man on the planet to give credit for his software engineering to the classical philosopher Plato. 'He's the hero of the whole thing. He's the architect of the whole current philosophy of communication. He said we have ideas, say of an ideal house or an ideal wife, but that the material versions of those ideas are always a little off. But now with electronic communication my representations of my ideas can come closer and closer to yours until we can fuse our Platonic forms. All this hammer and nails movie making is available to just about anyone, so that within ten years you'll be able to do virtual realities in your home.'

SOFTWARE FROM KNOWARE

We asked Leary where people can buy his programs? "Knoware," he told us. Although it was refreshing to meet an American entrepreneur who expressed such little interest in marketing strategies we hoped for Leary's sake that he had a business manager. Then he told us that Knoware is Futique's mail-order outlet. You can write to Knoware at

11288 Ventura Blvd., Ste. 702,
Studio City, CA 91604, U.S.A.



Seated in his office at home Leary demonstrates Intercom on the IBM. When we asked him about his favourite computer, he said that of the dozen he has "scattered around", he likes the Amiga best for graphics and is excited about the arrival of the Amiga 3000.

Intercom is Leary's latest production: an electronic interactive environment. "We're trying to enrich the process of communication by using computer simulations," Leary explains. He pointed out that there are difficulties in verbal communication because, not only do we each have personal definitions for words, but we alter their meaning depending on how we use them. The purpose of Intercom is not simply to understand words, but to find out what someone means by how he is communicating. For example, in the Intercom creativity program you can choose your mode of interaction from options such as, 'scientific & precise', 'routine and bureaucratic', or 'silly'. Throughout the program there are places where you can pause and receive an evaluation of your understanding. "There is no right or wrong," explains Leary, "the score simply enables you to measure communication."

According to Leary, the greatest miscommunication in the world is between teenagers and parents. (He's probably up to date on this because he and his wife, Barbara, live with his teenage step-son, Zachary.) InIntercom 's slang option a teenager called Jane says to the player, "Dad, I woke up this morning and I had my beer goggles on." The operator is asked to guess her meaning. The Ace team thought she meant "hung over," but the program said, "No, 'beer goggles' are, "special glasses made from the plastic rings of six-packs manufactured in Japan."

If that was news to you, well don't worry . That was one of the intentional lies that Leary has thrown into the program . We were then given the correct definition of 'beer goggles' which was, "loss of judgement due to drinking." After playing a few minutes we were rated on our personal characteristics such as arrogance , paranoia, and ability to call bluff. Hmm, think we'll keep those scores to ourselves.

"It's very primitive stuff," says Leary, "but I see Intercom evolving on three levels. The first is verbal , the second involves highly interactive laser and that's what we're negotiating with Pioneer. And all this is leading to VR - virtual reality, but I like to call it variable realities. But, in a sense, Intercom is virtual reality, but just in typed words. I say that tongue-in-cheek, I mean the telephone is virtual reality. You can be in San Diego and I am here and I am in your ear.

I'm trying to de-mystify the concept of VR. It's great when you can have the head-sets and all that, but we can set up an interactive field right on the screen because we've created an electronic environment where two or more people can interact. I see the computer as basically a communication device like a telephone only its a mind phone."

THE 1990 ATARI ST PRODUCT GUIDE

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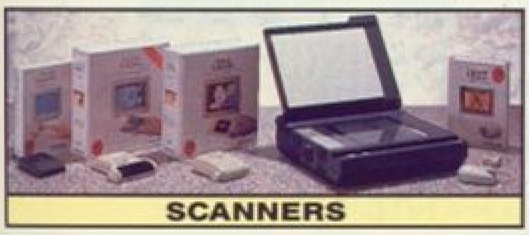
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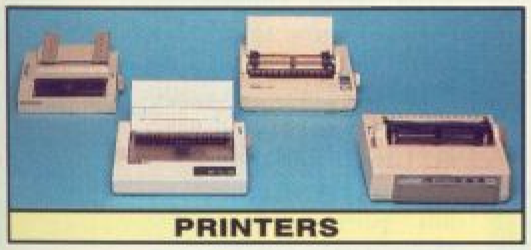
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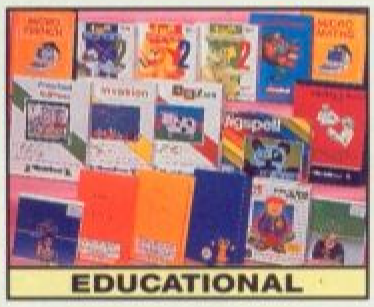
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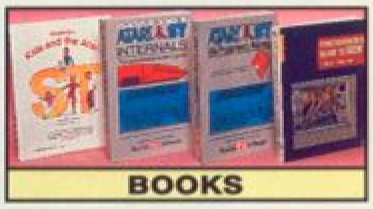
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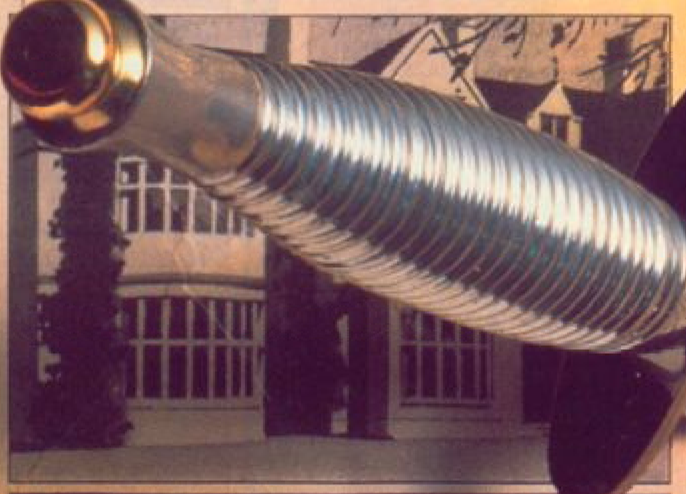

'GHASTLEY MANOR' THE LOCATION OF HORRIFYING HOMICIDE

Police have today been informed of the murder of Mr Charles Innes, aged 46, an attorney from Barrington, W. Sussex. It is believed Mr Innes was stabbed to death at the home of Mrs Audrey Broom-Hall, actress & widower of the famous film [illegible]cer Sebastian Broom-Hall; who was holding a cocktail party for the rich & famous. As one of the guests Lord Alfred Andrews has taken it upon himself to keep order at Ghastley Manor, he is ques[illegible]ing Mr Larry Glover, th[illegible]rominent political fig[illegible] & Dr Victor Jones: N[illegible] Scotland Yard have y[illegible] reach the scene of the c[illegible], but they are estim[illegible]d to arrive at approx. 1[illegible] – 2 hours after the cr[illegible] was discovered.

DISTINGUISHED PEER HAS 2 HOURS TO FIND THE KILLER…!

Lord Alfred Andrews has only 2 hours to try and solve the murder of Mr Charles Innes who was attending a cocktail party at 'Ghastley Manor'.

He reports, "Things are not quite as I initially thought. The guests are entwined with love affairs, disputes over inheritance & outbursts of jealous rage."

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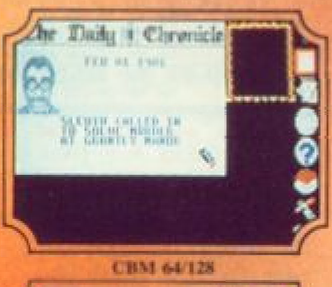

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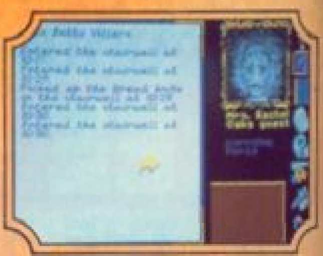

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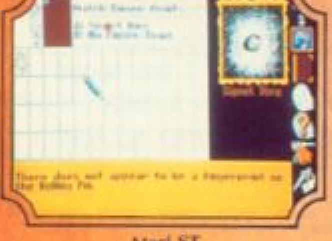

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Amiga

Tricks 'n' Tactics

This month we interrupt our serials to bring you the very best in short hints 'n' tips - there should be something here for everyone.

STATS
SIR EDUARD
CAST
STATS
HENGIST
ARMOUR
COINAGE

BLOODWYCH

Here is a cheat for the two player mode.

When you are being attacked by a monster that you think may be too tough for your team, get the other player to lock their team behind a wooden partition. Then you lure the monster past the section of the partition that hides your accomplice. That player then communicates with the monster through the partition (making sure that they are facing it). They then keep clicking on 'COMMUNICATE AND RECRUIT' (this is better done using an autofire joystick). You then hack the living daylights out of the monster while your accomplice carries on hacking the living daylights out of the 'COMMUNICATE' option. This works with Zendik and the Entropy as well as every other creature in the castle.

Take my word for it. The game is possible to complete without this cheat. I have completed it in both single-player and two-player modes (after countless late nights and telephone calls to hint lines). I have also completed Dungeon Master five times.

If you are stuck with either of these games, phone 0983 298383 and ask for Glenn. (Glenn Dawkins, Cowes, Isle of Wight)

RAMBO III

(ATARI ST)

Type RENEGADE on the the high score table then press RETURN. Now press 1, 2, or 3 for the level of your choice when the film's picture appears. You should now go to the level you choose. (S. Banwait)

UNTOUCHABLES

Pause, then type these codes: Level 1/2 - 'BRIDGE ROLLS', Level 2/3 - 'MAC N ALLEY', Level 3/4 - 'KID ZAPPING', Level 4/5 - 'A NIT IN TIME' (Nathan French)

PIPEMANIA

There is a secret bonus of fifty thousand points if you completely fill the screen with pipes. (Douglas Braidwood)

DEFENDER OF THE CROWN

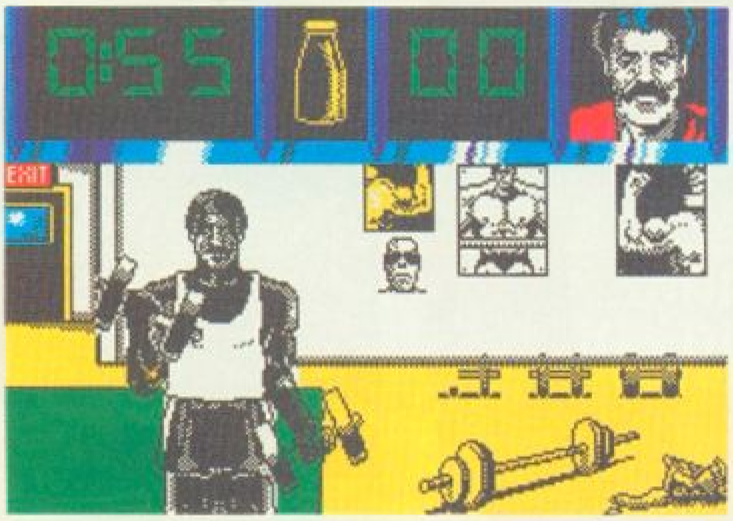
(MINI PLAYERS GUIDE)

Choose Geoffrey Longsword. The way to complete this is to start off in Clwyd and move down into Gloucester as this is the richest county. If it is occupied leave all but one of your men in your home county and ask Robin for some help, then move your army into the wanted territory. You should find that Robin has given you enough men. Once you have captured Gloucester the next thing to do is buy a catapult and some extra men. don't worry about knights or castles yet. Collect your missing men and head for Dorset, then Yellows capital, Cornwall. Once he is out of the way you stand a pretty good chance. Now start to conquer brown. If you still hold Gloucester then attack brown's capital, Buckingham - but only if his army is at least one county away from the capital, or he might call it back and break the seige. By now at least two opponents should have been killed. You should hold at least a third of the country. Now you can either go straight to red and kill him, or take your time and conquer the other territories one by one. (Paul Thomas, Cambridge)

ROBOCOP

(AMIGA)
Start the game as you would normally, then pause it with the RETURN key. Now type in BEST KEPT SECRET with the spacer, and when you start you have infinite power. (S. Banwait, Coventry)

DALEY THOMPSON'S OLYMPIC CHALLENGE



(ATARI ST)
When the title screen appears type HINGSEN.J and you should now be able to choose events through the keypad. (S. Banwait)

NEBULUS

(ATARI ST)
When on the title screen type HELLOIAMJMP. Now F1-F10 will leap-frog you through the levels. (Lewis)

PLAYER ONE
00055520
035:7
PLAYER TWO
00000000

PROPHECY 1 - THE VIKING CHILD

PROPHECY I - THE VIKING CHILD
The four passwords are:

DENIS<E> - Takes you to the forest;

BLIZ - Is supposed to take you to the Landbridge but doesn't seem to work;

SHARKMAN - Takes you to the Labyrinth;

NYMHARSW - Takes you to the desert (Graham Oliver, Caterham, Surrey)

PREDATOR

(for James Burns)
Press F10 while playing for full energy. (Nathan French, Wootton, Beds.)

CHARIOTS OF WRATH

(ATARI ST)
Press full stop key repeatedly while playing to get infinite lives. Then, while in spaceship form, press the other function keys to get weapons. When you have a weapon press * on the numeric keypad or 8 (also on the numeric keypad) to power up your weapon. (Lewis, Eskbank, Midlothian)

IMPRESSIONS
TOXIC
WASTE
PRODUCT

ARKANOID 2

(ATARI ST)

On the title screen hold down CAPS LOCK and type DALEY88. This returns you to the level you have just been killed on. (Lewis)

MEAN STREETS

The Navigation Codes are:

Sonny Fletcher <NC 5170>
David Pope <NC 6211>
Maurice Gribble <NC 8231>
Gideon Enterprises, Frank Schimming <NC 4650>
John Klause <NC 7012>
J. Saint Gideon <NC 3819>
Sandra Larsen <NC 4599>
Bash Dagot <NC 4657>
Blaze Weiner <NC 1715>
Smiley Monroe <NC 3614>
Aaron Sternwood <NC 0439>
Carl Linsky's Office, USF <NC 4663>
Wanda Peck <NC 4621>
Larry Hammond <NC 4935>
Ron Meat <NC 4525>
Tom Griffith <NC 4590>
Jerome Milbourne <NC 4623>
Ed Bradley <NC 7312>
Arnold Dweeb <NC 4610>
*Ron Morgan <NC 1998>
Jorge Valdez <NC 4931>
Brenda Perry <NC 4577>
*Bosworth Clark <NC 9932>
Della Lang <NC 2111>
Sam Jones <NC 0021>
Peter Dull <NC 4674>
Diamond Mine, Map <NC 1700>
Hotel, Matchbook <NC 5162>
Bakersfield <NC 1710>
*Beach House <NC 6470>
Greg Call <NC 4753>
*Carl Linsky's Home <NC 4660>
*Carl Linsky's Leased Warehouse <NC 4675>
*Cal Davis <NC 3720>
*California Lab <NC 8911>
Lola Lovetoy <NC 4603>
Robert Knott <NC 0132>
Harry Rice <NC 1231>

GHOULS N' GHOSTS

(ATARI ST)

Type in Karen Broadhurst to give you infinite life. (S. Banwait)

SCORE
0
TIME
1:41
TOP SCORE
50000

HELTER SKELTER

(ATARI ST)

Some codes:

SPIN = Level 11
FLIP = Level 21
BALL = Level 32
GOAL = Level 41
LEFT = Level 51

In a two player game, when one player gets EXTRA, just let the time run down until one player loses all their lives, then you will both have infinite lives. (Lewis)

Los Angeles, Bus Terminal <NC 5194>
Los Angeles, MTC Office <NC 5037>
Big Jim Slate <NC 4921>
*Apartment <NC 4605>
Bazil Mallory <NC 2713>
Melba Wiedbush <NC 4122>
Stanford Demile <NC 3199>

* Places to search. e.g. Houses, apartments.

The main computer is at the MTC's secret lab on Alcatraz <NC 4550>. To complete the game you must find all the passcards. The passwords are easy enough to guess as they are all about chess. I have only found six of the eight, they are:

Orange - CHECKMATE, Yellow - QUEEN, Blue - BISHOP, Grey - KING, Purple - KNIGHT, Black - ROOK
Green - ?, Red - ?

I know one is in a fish tank full of piranhas, but how do you get it?

Anyway, when you are ready, go to the Secret Lab. You should save your position because you can die easily in the next stage. When you exit your speeder you will be bashed up by two thugs. Next you see a silhouette of the Boss, so you can't identify him. The passcards will be stolen from you, and then you are locked in the boiler room. You should carry the tools and screwdrivers on you, as they are essential.

First walk to the pile of boxes. Look boxes. Move boxes. Get key. Walk to table. Get notes. Get apple core. Open sliding panel on far right of screen. Open box. Get gas mask. Walk to control panel. Look control panel. Turn switch on. Leave it on, and don't worry about the water or the furnace, just walk to the door without stopping. Walk out while the robot opens the door and comes in. Next you have to fight your way to the main computer.

Quickly enter the passcards and passwords before your time runs out. (Alex Young, Victoria, Australia)

SCORE:012750

FLYING SHARK

(ATARI ST)
Gain a high score then enter your name as one of the following: RLH (Acid men), JGL (Infinite bombs), KDJ (Infinite lives) and RAB (immunity)

Note: you must hold down the 5 key on the keypad while you type the last letter. (Lewis)

SOLOMON'S KEY

(ATARI ST)
When the computer tells you to 'Press any key to load', press the HELP key. (Lewis)

NINJA SPIRIT

(ATARI ST)

Hold down the F9 key, and the game will pause. Now press the left shift key. The game will continue but you can't be killed. (Fiona Abson, Wirral, Merseyside)

NEW ZEALAND STORY

(ST/AMIGA)

To find the following time warps you will always have to fire, but sometimes you will have to jump and fire, or get onto a ship.

Hint: At level 2-2 there is a ledge with a green arrow pointing right. If you jump up into the water you will miss out half the level.

End of Level Guardians
1-4. The Whale: To avoid getting killed before he swallows you. (i) Without a ship: stand as far left as you can without reaching the spikes. (ii) With a ship: stand behind or on him. When inside, keep firing while avoiding acid drops.

2-4. The Octopus: Stand on the top ledge and keep firing bombs at him. If you haven't got bombs before you reach him, then kill a few baddies and soon one is sure to drop some bombs.

3-4. The Mummy: start on the lowest platform and fire at the stomach, then jump just before the mines hit you. Carry on until she blows up.

4-4. The Ship: Go down to the bottom right of [illegible]en as far left as [illegible]. Now go up and you will find a kiwi.

5-4. Wally Walrus: Shoot the balloon he is on. Bombs, lasers, and fire balls are best. Also dodge the bombs he is firing. (Daniel Acton, Bromsgrove, Worcs.)

Level	*Time Warp Location*	*Takes to level*
1-1	On the left hand side of the top ledge opposite Kiwi. Jump and fire left (if you have bombs you must get as far left as possible).	1-4. Where there are 2 Extend Life Pills
1-2	From the start there are 2 ledges. On the top ledge fire left.	1-2. Where there are 2 Extend Life Pills.
1-3	From the starting position there are 12 ledges and a wall on the right. Go to the other side of the wall and fire at the second ledge from the bottom. Ship needed.	2-1. near the end of the round.
1-4	If you take the time warp at 1-1 it takes you to level 1-4, where the Extend Life Pills are. Fire Left.	2-1
2-1	Above your kiwi friend there is a small tunnel which takes you to some stair like ledges which lead to a small cavern where there are 2 fruits. Fire at the fruit on the right. Ship needed to reach tunnel.	3-4

2-2	When you come to the first green arrow pointing upwards, there are two baddies. Fire at where they first appeared. Ship needed.	2-2 Just jump to save Kiwi.
2-3	Follow the first water you come to. At the end are 2 ledges with spikes below. Stand on one ledge and fire at the other.	2-3. Takes you halfway through level.
2-4	Stand on the ledge leading to the octopus. Face right and fire.	3-1. takes you past some deadly bullets.
4-1	Above the Extend Life pills there is a tunnel. Fire above the 2nd letter from the right. You must be on a duck ship otherwise it will not work.	4-2.
4-4	Below the kiwi to the left are some spikes. Stand on the left hand side of these. Fire while doing tiny jumps. (Fire Right).	5-1

RAINBOW ISLANDS

Type 'BLRBJSBJ' on each intro screen for a pair of natty fast-shoes. (Nathan French)

1UP
00
HIGH SCORE
135420
2UP
00

SIM CITY

(AMIGA 500)
Load up a new terrain, and before building anything switch on CAPS LOCK, then type in FUND. This will give you $1000. Keep repeating this procedure until you have about $2,000,000 which should last for the rest of the game.

Note: About every seven times you type in FUND you will get an Earthquake, but as long as you haven't built anything this won't do any damage, and once you stop typing in FUND the earthquakes will stop. (Rob Gunston, Wantage, Oxon

SPHERICAL

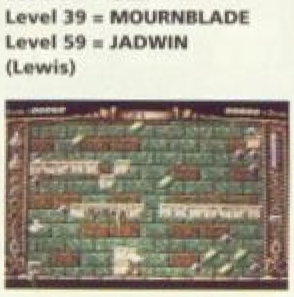
(ATARI ST)

Single player codes:

Level 09 = RADAGAST
Level 19 = YARMAK
Level 39 = ORCSLAYER
Level 59 = SKYFIRE
Level 75 = MIRGAL

Two player codes:

Level 09 = GHANIMA
Level 19 = GLIEP
Level 39 = MOURNBLADE
Level 59 = JADWIN
(Lewis)



CONSOLE CORNER

SHINOBI

(SEGA MASTER SYSTEM)
On the title screen, wait for the Ninja face to appear and then press down and button two on the control pad. A blank screen will appear for a second, shortly followed by a screen that allows you to start on any stage of any level. (James Greenland, Brentry, Bristol)

WONDER BOY III

(SEGA MASTER SYSTEM)
Type in the continue code WEST ONE, and leave the rest of the squares blank. When the game starts you will be Wonder Boy, in the village, with every possible sword, shield, armour, and an inexhaustible supply of money. (James Greenland)

DOUBLE DRAGON

(SEGA MASTER SYSTEM)
At the start of level four both players (or just the one if there is only one) do thirty straight up jump kicks to receive endless credits. (James Greenland)

GOLDEN AXE

(SEGA MASTER SYSTEM)
To add an extra credit (you can only do this once), wait for the GAME OVER message then press the joypad diagonally up left.
(Daniel Jakubas, Loughborough, Leics).

SPY VS. SPY

(SEGA MASTER SYSTEM)
Instead of running around trying to find the things you need to collect just wait by the door to the airport then when the black spy comes along with all the stuff, beat him up, then take the stuff and escape. (John Lorrio, London).

ZILLION

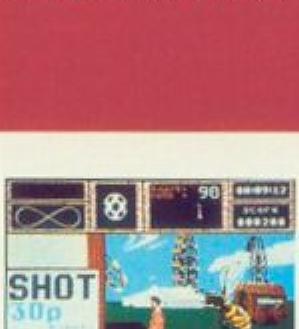
(SEGA MASTER SYSTEM)
When you come to a dead end, shoot the wall 10 to 15 times and it opens to reveal a room. (John Lorrio)

BLACK BELT

(SEGA MASTER SYSTEM)
Pick one player, and just before the game starts press RESET and you will get as many lives as you like. (John Lorrio).

ATARI ST HELP

If you are stuck on any of the following games: APB, Barbarian (Psygnosis), Chase HQ, Driller, Empire Strikes Back, Hard Drivin', Operation Thunderbolt, Snoopy (solution), Future Wars (solution), or Batman the Movie, then write to Lewis, 28 Bonnyrigg Road, Eskbank, Midlothian. EH22 3EZ.



WEIRD DREAMS

(ATARI ST)
When in the hall of mirrors walk halfway into a mirror and tap out SOS on the HELP key (that is, three fast taps, three slow taps, and three fast taps). An infinity symbol (∞) should appear in the lives left box.
(Lewis)

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AMIGA 500
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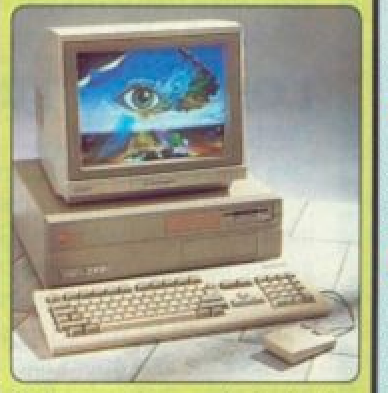

For the more serious or professional applications user, Commodore have a selection of systems based around the expandable Amiga 2000, at prices from £1295+VAT. The A2000 features a full 1Mb RAM (expandable to 9Mb), 9 system expansion slots, plus IBM compatibility with the use of PC-XT or PC-AT bridgeboards. Complete and return the coupon, putting a tick in the A2000 box, for details of A2000 computer systems.

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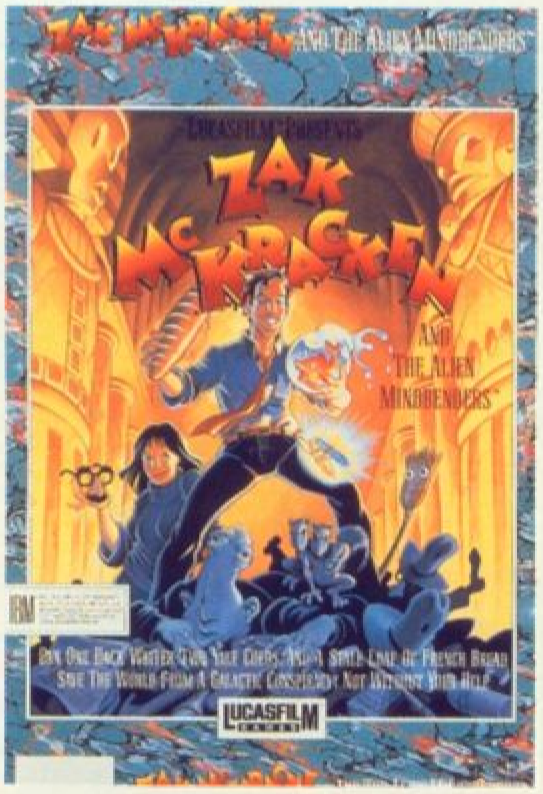
HELP!

Things are a teensy bit quiet on the adventure front these days – but not for those of you stuck underground and facing insurmountable dangers. Here's a lifeline for those in peril in some of today's (and yesterday's) trickiest games...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Zak McKracken **was one of Lucasfilm's most popular animated adventures – well worth a look at if you've got a sense of humour and a LOT of patience**

INGRIDS BACK

Thanks to Michael D Weilding

First of all go to the pool then east from there to the path outside the changing rooms. Hide behind the sun lounger and wait for Jasper to enter and leave the changing rooms. When he goes west out of the screen get out from behind the lounger and go north. Take the filofax.

Next go to the gallery and go east. Drop some evidence then hide behind the curtain and wait for Jasper. When he appears he will put the evidence in a safe revealing the combination. By moving the picture and dialling the combination the safe will open.

To get into the secret room go back into the gallery but this time go west as far as possible. Open the window and climb through it then go west as far as possible and hey-presto, the secret room. Examining the antiques will reveal a diamond. Take it. Why not?

You may be having trouble getting into Jasper's bedroom. If so, here's how to do it. Get into the fireplace which is in the reading room and go up and out. Go east until you reach the second chimney. Climb down it, go north and then out into the bedroom.

It is best to stick around for a short while and record a few phone messages for extra evidence. Take the tape and leave. You don't have to worry about Jasper catching you because he won't.

LORD OF THE RINGS

Thanks to Brett Buckley

- When in Rivendell take as much of the hot hearty meal as possible.
- Always follow Bilbo – but don't give him the ring!
- The shirt of mail from the trolls cave will only fit Pippin.
- Before you choose to avoid Moria make sure you have the matches and firewood.
- When you come across a small cave send all your guardians and companions E,E,SE,SE (this will stop them being killed by the avalanche). Finally go after them but don't bother going west from Dimrill Dale unless you want to have fun with Gandalf in Moria!

LORDS OF TIME

Thanks to The Paladin

Take a look at the artwork before doing anything. I hope you won't need any help getting as far as the inside of the timepiece? Good. Once inside get the ticker going so you can get out again. (The clock seems to suffer from an identity crisis and thinks it's Dr Who's Tardis). To travel between the time zones turn one of the numbered cogs, then swing the obvious and go out. The cogs should be taken in ascending order, with one exception.

Firstly you'll find yourself at the end of a driveway. A wander round this quaint bijou cottage should be well rewarded, and make sure you get something to keep your hands free for later on. (There are valuable treasures to collect throughout the game but these, in the main are not necessary to finish the adventure. Is it valuable? Examine it and see.)

Before taking in the garden, go and get tooled up at the road works down the lane. Back at the garden you'll find a shed. Unfortunately the door is locked and the keys are on the floor inside. It's a pity you haven't got a magnetic personality so you'll need something that.... To reach the keys you'll have to do a vain person a good turn first and let him admire himself. To find him, promenade along the stream at the bottom of the garden and bridge it upstream.

Once you've got inside the shed make sure you take everything. One object is essential for later problems and the other is used to put an old man (the willow) out of his misery.

Take a short cut back to the clock along the outside of the cottage. At the compost heap eat mushrooms and gain a little insight. Finally at the carport nick the petrol can and take look at the bottom of the Porsche.

NEVER ENDING STORY

Thanks to Paul Mackay

- To get past the sphinxes wait until they blink.
- To call Falkor just blow through the horn.
- For a short cut underground remove planks.
- The rope proves useful to find the pouch. Just hang it up above the well.
- To get past the rats poison them.
- To get the golden key drop a coin by the wraith.
- Once inside the tower just keep on going up.
- To finish the game say please.

BEYOND ZORK

Thanks to Gordon Hurd

To cure the pterodactyl, set the dial on the monkey grinder's organ to ear. Close the lid and turn the handle. Remove the arrow then rub the spenseweed on the wound.

The scroll from the chest will take you to the Implementors.

A Transportation spell will get you out of the cellar.

CHAOS STRIKES BACK

Thanks to Tony Haw

Four floors above the start dungeon you will find the Wrath Of Gad maze. This is the last obstacle to the Fulya Pit. The object of the dungeon is to direct a powerful cannon (NE corner) by setting up direction changing force fields to channel the fireballs into the Demon Pit, thereby killing the many occupants.

There is, however, a much easier way which is to bypass the Demon Pit altogether, thereby saving yourself lots of aggro. This can be done providing you have the following articles in your possession: 4 keys of B plus either an emerald key or a set of lock picks.

Once inside the maze, make your way to the SE corner. There you will find a passage junction with a pressure button. Face south and walk

WIN A FREE ADVENTURE

What would YOU like to see in an adventure column in ACE? Would you like to see an adventure column at all? Do you think adventures and RPG's should be confined to a section all their own, or integrated within the other reviews?

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3. Add your name, address, age, and machine owned.

4. Stamp it and address it to ACE Adventure Futures, Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU.

5. Mail it to us to arrive before 6th September 1990.

The first three entries chosen at random from those received before the above date will receive a free mystery adventure or RPG for their machine.

Reborn 90
Dupre 90
Shamino 90
Iolo 90
Sherry 30
9-0161 Wind:C

stones.

Reborn:
>Look-Thou dost see a scroll. It weighs 0.1 stones.

Reborn:
>

Ultima VI is even HARDER to clock than *Ultima V*. Just as well there are some tips for it in this issueon page 79!

back and forward. After each click walk forward and see if the false wall has opened. Once through you will find a double lock and a Gor coin.

Place 2 keys of B in each lock. This will open the force field door and a further passage. Stopping only to pick up the valuable items, make haste westward to the next door. This needs either the Emerald key or lock-picks.

Inside the pressure plate room there is a button which opens a false wall to let you into another room. There you will come face to face with Chaos himself but a bit of fast footwork will see you past him. Go North then west until you find a button door, and presto, you have found the Fulya Pit.

ULTIMA V

Thanks to Sudip Dutta

Beneath Lord British's castle is a small room which requires a skull key to open. Provided you have some skull keys (which can be found in the stump of a tree in Minoc) this room could provide you with all the weapons, cash, potions etc you need.

On entering the room you will see three chests, each of which contains a huge number of items that can be taken. After getting the contents of the chests you should leave the room and visit the armoury next door. Sell all your unwanted items then hole-up in the armourer's bed (found in the room below the armoury) for one hour.

Having done this, return to the room and you should find that the door is unlocked and the chests are full again! Just get everything and repeat your actions several times until you have absolutely everything you will ever need.

You will find that at night the armourer will go to bed so you will either have to find someone else's bed or leave the castle and hole up outside. If you leave the castle and then return you will find the door locked again and will need another skull key to open it.

You must leave at least one hour between visits to the room for the chests to be filled. Although I found this out on the PC, it should also work on other versions.

Finally a couple of passwords: Resistance – DAWN, Oppression – IMPERA.

CHRONO-QUEST

Our solution continued, thanks to D. G. Lyndon

- Library – get candle
- Kitchen – push tap, fill bottle with water, push tap.
- Machine – drop candle. push switch, use second from left card in slot.

Egypt

- Door – push top centre stone, push top left stone, push top right stone twice (as shown on scroll., look at the plant (left screen) then get amulet.
- Snakes – use amulet on black holder then north, west.
- Chamber – use grapple/rope on hole on roof then up.
- Pharaoh – Get punch card then push levers in this order; 2 from left, 3 from left, 4 from left, 5 from left. Look at the sarcophagus, get ring then push all levers back up.
- Statue – turn right torch then back to the machine.
- Machine – drop bottle and scroll.
- Library – get bone (bottom left corner).
- Machine – push switch then use punch card in slot.

POLICE QUEST I

Thanks to Anthony Quinn

After collecting your case, gun and ammo from your locker go to the briefing room. Read the message in your pigeonhole and note time and place of meeting. Take the paper and read it, making any notes you feel necessary. After the briefing collect tour radio from the table and keys from the notice board. Proceed to your police car and walk around it (this is your pre car inspection). Open the door and get in (F3) then press F4. You will now see a birds-eye view of the town of Lytton. Slowly take your car out of the parking lot. Patrol the city.

Your first call from Dispatch will be to a road traffic accident. Go to it pronto (F10). On arrival notify Dispatch by radio, open door, get out, go to scene and examine driver. Notify Dispatch who will send assistance and the coroner. While waiting for help question the group of people who have gathered. Take note of the information then radio Dispatch. When the detective arrives he will instruct you to find the car involved. Cruise around town.

Later you will see a red sports car break a red light. After a short chase you will be able to pull the car over to the side of the road. Take your nightstick with you. Examine the driver! She will try to bribe you a few times. Type License. Her license will come up on screen. Run a radio check on her – transmit. You will find no outstanding warrants. Type, "write ticket", providing you have taken your pen and ticket book out of your case. She will be very angry with you to say the least. Return her license then give her the ticket to sign. She will refuse so just give her the ticket. A word of warning. Do not call the phone number she gives you if you decide to let her go.

Return to your patrol car and continue to patrol. You will then have coffee at the local coffee shop with Steve as per his request. Type "talk to Steve" then order coffee and drink it. The phone will ring and the owner will call you over. Type "talk" and you will be advised of the homicide you attended. Continue your patrol after coffee.

ZAK MCKRACKEN

Thanks to Mike Bareham

Pick up the fish bowl, open the dresser, get phone bill. Open the desk drawer, get kazoo then close drawer. Use the fish bowl with the lamp. Get the torn wallpaper then use it on the plastic card under the desk. In the next room get two seat cushions and the remote control. Use the power cord in the power outlet then use the remote. You can watch TV but it doesn't matter. Use remote to turn it off again. Get the butter knife then open the cabinet and get the box of crayons. Use the yellow crayon on the torn wallpaper. Open the fridge and get the egg then close the fridge. In the bedroom pick up the rug corner and use the knife on the loose floorboards – this will bend the knife.

Go to the bakery and push the doorbell three times. The baker will throw a stale loaf at you. Pick it up. Walk to the right to 14th Ave and enter Lou's Loan shop. Sell the bent butter knife then buy the wetsuit, toolkit, golf club, hat, noseglasses and guitar. Go to the hair salon and open the toolkit. Use the wirecutters on the Bobbypin sign. Walk back to 13th Ave and put on the glasses and hat. Enter the Phone Company and give the phone bill to the representative, then leave.

At your house, use the stale bread in the sink then turn the switch on and off. Use the monkey wrench on the pipe under the sink then get the breadcrumbs. Walk outside to the bus then use the kazoo. When the bus door opens use the cashcard in the cashcard reader. Give the cashcard to the devotee then get on the plane.

Walk to the toilet and enter it. Get the toilet paper and use it in the sink. Push the call button and walk out. Open the microwave and put the egg in it. Close the microwave and turn it on. Get the cushion from the first seat and pick up the lighter which drops to the floor. Search through all the bins above the seats until you find the oxygen tank. Now wait for the plane to land.

Walk to the automatic doors. Get the tree branch and give the peanuts to the two headed squirrel in the hole. Use the tree branch on the loose dirt then walk to the cave entrance. Click on the "what is" command then move the cursor until you find the abandoned bird's nest. Take it. Then find the fire pit with the cursor and use the nest, branch and lighter on the pit. Walk to the strange markings and use the yellow crayon on them. A door will open which you should enter. Use the remote control and get the blue crystal.

Go straight back to the airport and use the Reservations Terminal. Buy a ticket to San Francisco. Go to the plane. Walk to the automatic doors then go to 14th Ave. Use the blue crystal in the door with a slot in it then wait. When the door opens listen to what Annie has to say.

You can now use a command called "switch" which allows you to change the person you are controlling to another. There are four people altogether – Zak, Annie, Melissa and Leslie.

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IN THE PINK

HOT OFF THE SHELF 86
Is your software collection in need of some new titles? If so, then you'll want to make sure that when you part with your hard-earned cash that you are getting the best there is. To help you make those all important decisions, we've compiled a list of the latest ACE Rated games with mini-reviews, so you don't have to go ploughing through those dusty back issues.

ULTIMA VI PLAYERS GUIDE 117
Two pages of invaluable info for lost souls.

THE ACE HARDWARE GUIDE 97
If you are thinking about buying a new micro, and you want the bare facts without the manufacturer's hype, then look no further than our hardware guide. This month: the low-down on 16-bit machines for those wishing to upgrade.

THE ACE PRIZE PUZZLE 102
Put your grey matter to the test and take a peek at this month's prize puzzle. If you are a bit of a programmer then it's simple – just get the computer to do all that number crunching for you.

THE ACE PRIZE CROSSWORD 104
The only crossword that requires a cryptic cracking brain the size of a planet as well as an incredibly good knowledge of games and tomorrow's technology. Should be no problem for you then...

RESULTS 106
Find out if you are about to lead a life of luxury. Our prizes may not be enough to buy you a beach house in Malibu, but they'll certainly be enough for a few dozen postcards!

THE ACE STOCKMARKET 92
If you are one of those unenlightened people who has yet to tune in to the ACE stockmarket, then where have you been? It's the only chart that cuts through the hype and shows you the games and companies that are scoring the top marks in the computer press. And if you can predict next months top entries then you score too.

ACE DEALS 102
There are people out there who want your money, and they'll do anything to get it. Some of them are so deperate that they are laying on all sorts of amazing deals and special offers. Check out who's giving it all away this month.

THE ACE DIARY 109
The who, what, where, why, and when of the computer entertainment industry. If it's happening we know about it, and so can you if you make a date with this month's diary.

READER'S PAGES 110
The spot set aside exclusively for ACE Readers. If you are buying or selling then there may be a fellow reader who ready to do a deal with you.

HOT OFF THE SHELF

AHHH! SEPTEMBER, SEPTEMBER... IT MAY JUST BE ANY OLD MONTH TO THOSE COMPUTER ILLITERATE PHILISTINES OUT THERE, BUT TO ANY GAMES PLAYER WORTH HIS SALT IT IS THE MOST EXCITING MONTH OF THE YEAR. WHY? BECAUSE IT IS TIME FOR THE ONLY SHOW DEDICATED TO COMPUTING FOR LEISURE - THE COMPUTER ENTERTAINMENT SHOW AT EARL'S COURT. ANYBODY WHO IS ANYBODY WILL BE THERE AND EVERYBODY WILL BE VYING TO SHOW YOU ALL THE LOVELY STUFF THEY'VE GOT LINED UP FOR CHRISTMAS. BUT THERE ARE USUALLY MORE THAN A FEW BARGAINS TO BE PICKED UP IN THE WAY OF EXISTING TITLES. SO BEFORE YOU RUSH OFF TO SEE WHAT'S GOING TO BE HOT NEWS THIS AUTUMN YOU HAD BETTER PERUSE THE BEST GUIDE TO THE TOP SOFTWARE AVAILABLE NOW, AND IT'S ONLY IN ACE...

ANTHEADS

Cinemaware/Mirrorsoft • Amiga £14.99dk

For all those who loved *It Came From The Desert* here is more of the same in the shape of a handy bolt-on scenario. It's fifties style Sci-Fi again, and this time some very strange things are happening to the inhabitants of the tiny Mid-West American town of Lizard's Breath. You play 'Brick' Nash, an ex-fighter pilot determined to solve the riddle of the Antheads. If you enjoy puzzle solving with great graphics and sound, then you can't go far wrong with this number, and if you haven't played *It Came From The Desert* then why not give that a try first?

★ ACE RATING 902

CHAOS STRIKES BACK

FTL/Mirrorsoft • Atari ST £24.99 • Amiga TBA

The long awaited sequel to *Dungeon Master*. If you have already played through the first program you can use your existing characters, otherwise there is another hall of mirrors you can select from. Chaos has a similar feel to *Dungeon Master*, but is much tougher. There are also some new features thrown in, like a character editor and help oracle (very handy). If you haven't played *Dungeon Master* then play that first before making a definite date with this game.

★ ACE RATING 945

CONQUEROR

Rainbow Arts • Atari ST £19.99dk • Amiga £24.99dk • PC £24.99dk

An arcade style tank sim which makes use of a 3D graphics system based around the one David Braben developed for *Zarch*. There are three types of game available: arcade, attrition, and strategy. All three are best played with two joysticks *Battlezone* style, but there are enough control options to suit every set-up. A definite buy for tank buffs.

★ ACE RATING 925

DAMOCLES

Novagen • Atari ST £24.95dk • Amiga £24.95dk • PC TBA

This unusual combination of flight sim and adventure game, and sequel to the well-received *Mercenary*, has been in development for a couple of years now, but the resulting game has been worth the wait. The wireframe graphics of the original game have been replaced by solid 3D vector graphics, but they are just as fast. There are now nine planets to explore instead of one city, so there is plenty of long term challenge here.

★ ACE RATING 935

F-19 STEALTH FIGHTER

Microprose • Atari ST £29.99dk • Amiga £29.99dk • PC £39.99dk

A program that could well be described as the Flight Simulator's Flight Simulator. The PC version has enjoyed much success since its launca year ago, and now it's brothers on the ST and Amiga look set to do the same. The sim is based around the much talked about (or perhaps that be whispered about) Stealth Fighter. It boasts four huge sceanrios with hundreds of missions, and plenty of detail. If you are looking for the definitive flight sim, then you can't go far wrong with this one.

★ ACE RATING 935

FLIGHT OF THE INTRUDER

Mirrorsoft/Spectrum Holobyte • Atari ST £??.?? • Amiga £??.?? • PC £??.??

From the people who brought you the superb *Falcon* comes yet another world beating flight simulation. It is based on the book of the same name by Steven Coonts and has you flying either an Intruder or a Phantom on bombing and reconaissance missions over vietnam. The simulator iery strong on features, including a superb (if a little unrealistic) auto-pilot option.

★ ACE RATING 910

FUTURE WARS

Palace • Atari ST £24.99dk • Amiga £24.99dk • PC TBA

A totally mouse-driven graphic adventure from French developers Delphine. You are cast as a mild-mannered office window cleaner who gets caught up in an alien plot to conquer Earth in the 43rd century. The graphics and background music are very striking and the game is made very accessible by the lack of text entry. There is enough of a challenge here to keep most adventurers happy for some time. A delightful game.

★ ACE RATING 910

GRAVITY

Imageworks • Atari ST £24.95dk • Amiga £24.95dk • PC TBA

Deep space strategy unlike anything you've ever seen before. The universe is being invaded by the alien outies who are attempting to turn all the suns in the universe into black holes. Meanwhile you must create as many inhabitable systems as possible. The game makes use of the principle of Einstein-Minkowski fourspace – this makes for some very unusual graphics. When you add programmable drones and travel via black holes you have yourself a highly original and compelling game.

★ ACE RATING 930

HARD DRIVIN'

Domark • Atari ST £19.99dk • Amiga £19.99dk • Spectrum £9.99cs £14.99dk • Amstrad £9.99cs £14.99dk • C64 £9.99cs £12.99dk • PC £24.99dk • Archimedes £30.00dk

A very competent conversion of the Tengen coin-op. Drive your Ferrari round either a speed track or a stunt track complete with a loop and open bridge to leap. The coin-op scored on its super fast solid vector graphics, and these have been faithfully reproduced in the computer versions. A must buy.

★ ACE RATING 937

HARPOON

Mirrorsoft/PSS • PC £29.99dk

Quite simply the best naval simulation to be released for the General Public. The battleset that comes with the game deals with East-West conflict in the North Sea, but other battlesets will be available soon. A clever system of three map types is used to effectively manage each mission. The nice thing about *Harpoon* is that the computer takes care of all the boring mechanics, allowing you to concentrate on broad tactics. A must buy for anyone interested in modern navel warfare.

★ ACE RATING 940

INDIANAPOLIS 500

Electronic Arts • PC £24.95

The ultimate racing game. *Indy 500* uses state of the art solid vector graphics which really add something to the high speed action. As in Activision's *Bomber* there are a variety of out-of-cockpit views to select from. the realistic handling of the cars will have you coming back to this game time and time again.

★ ACE RATING 935

INTERPHASE

Imageworks • Atari ST £24.99dk • Amiga £24.99dk • PC £24.99dk

Your task is to guide a female saboteur to the heart of the Dreamtrack Corporation by interacting with a strange 3D environment. The game is very weird and very compelling. It is also very hard – don't expect to get through this one in a hurry.

★ ACE RATING 915

KNIGHTS OF LEGEND

Origin/Mindscape • PC £29.99dk

Role Playing at its best. An expandable game set in the land of Ashtelarea. There are twenty-four quests to complete, or you can simply enjoy exploring. The program stands out because of its attention to detail. There are no less than forty different algorithms to decide how and when an enemy retreats for instance. Impressive stuff.

★ **ACE RATING 945**

KNIGHTS OF THE CRYSTALLION

US Gold • Amiga £29.99dk including musicassette of soundtrack

The most original game that US Gold has released in a long time. It has been marketed as a 'culture simulator', but that doesn't really say much about the game. You play a member of a futuristic community, and your task is to rise to the highest possible status within that culture. This involves playing through several distinct sub-games. The whole is a highly unusual experience with distinct graphics and a superb soundtrack. This certainly won't be to everybody's taste, but if you are looking for something a little different – try this.

★ **ACE RATING 935**

M1 TANK PLATOON

Microprose • PC £39.95dk

The ultimate tank sim. Not only are there realistic 3D vector graphic sequences with a hell of a lot of atmosphere, but you also have to think carefully about choice of platoons, men, and the way you tackle each scenario. Microprose had to call on the Freedom of Information Act to get all the information that they needed for the game. The result is one of the most frighteningly accurate tank sims we've seen.

★ **ACE RATING 926**

MIDWINTER

Microprose • Atari ST £29.99dk

The latest mega hit from top programmer Mike Singleton, creator of *Lords of Midnight*. The game is set on a frozen island in the future. Your task is to recruit members of the Peace Force to fight off General Masters' invasion force. This is done by managing people and resources via a series of Fractal Maps and menus. The game has disappointing sound, but nice 3D graphics, and enough solid gameplay to keep you going for months.

★ **ACE RATING 948**

MYTH

System 3 • C64 £9.99cs £14.99dk • Spectrum £9.99cs £14.99dk

The game that pushes the C64 and Spectrum further than they have ever been before. Fight your way through several time zones to reach the ultimate confrontation with the god Dameron. The game is captivating not only because of it's size and depth but also because of the superbly animated sprites and sheer playability.

★ **ACE RATING 925**

OPERATION THUNDERBOLT

Ocean • Atari ST £19.99dk • Amiga £24.99dk • Spectrum £9.99cs • Amstrad £9.99cs • C64 £9.99cs

Eminently successful conversion of the hot coin-op hit *Operation Wolf*. Grab your Uzi and shoot your way through hordes of terrorists to rescue the luckless hostages. There are new 3D scenarios this time to add to the frantic lead spitting of the original. Best played with a light gun, but a mouse will suffice if you don't have one. Joystick or keyboard controls don't really cope however.

★ **ACE RATING 927**

PIPEMANIA

Entertainment International • Atari ST £19.95dk • Amiga £19.95dk • Spectrum £9.99cs £14.95dk • C64 £9.95cs £14.95dk • Amstrad £9.95cs £14.95dk • PC £19.95dk • Macintosh £24.95dk • Archimedes £24.95dk • MSX £9.95cs £14.95dk • BBC/Electron £9.95cs £14.95dk

The game that proves plumbing can be fun. You must construct a continuous length of pipe from several sections before the flooz escapes. The action is just as compelling as that in games like *Tetris* and will have you burning the midnight oil in an attempt to beat the odds. It is available for practically every machine, so there is no excuse for not owning a copy.

★ **ACE RATING 910**

PLAYER MANAGER

Anco • Atari ST £19.95dk • Amiga £19.95dk • Spectrum £9.95cs £14.95dk • C64 £9.95cs £14.95dk • Amstrad £9.95cs £14.95dk

Kick Off with a management/strategy element. The game is completely icon driven, making it easy to get into. The management detail is superb, right down to planning in-match tactics. And for the match you can either watch from the sidelines or join in with the *Kick Off* style fun.

★ **ACE RATING 920**

PRO TENNIS TOUR

UBI Soft/Blue Byte • Atari ST £24.99dk • Amiga £24.99dk • Spectrum £9.99cs £14.99dk • C64 £12.99cs £16.99dk • Amstrad £9.99cs £16.99dk • PC £29.99dk

One of the best tennis games yet. The control method works really well, although the standard of the computer players is good, so you'll have to put in a lot of practice. There is a choice of grass, concrete, clay, and indoor courts, as well as comprehensive practice options. A good way of spending a few hours while you are waiting for Wimbledon.

★ **ACE RATING 900**

THEIR FINEST HOUR: THE BATTLE OF BRITAIN

Lucasfilm • Atari ST £24.99dk • Amiga £24.99dk • PC £24.99dk

World War II air combat relived in this superlative flight sim. You have the opportunity to fly a variety of WWII craft from the Spitfire to the Hurricane. A neat option is the camera which records your flight and can be replayed to assess your performance.

★ **ACE RATING 933**

TOWER OF BABEL

Microprose • Atari ST £24.99 • Amiga £24.99

An imaginative 3D puzzler from Pete Cooke – the man who brought you *Tau Ceti*. You control three robots, a zapper, a grabber, and pusher. They must be used to complete a specific task on a number of futuristic levels of a tower. This involves working your way past various nasty obstructions deliberately designed to impede your progress. This game will have you burning the midnight oil as you attempt to get past a particularly tricky level.

★ **ACE RATING 930**

ULTIMA VI

Origin/Mindscape • Atari ST TBA • Amiga TBA • PC £34.99dk • C64 TBA

The ultimate rôle playing game. Sixteen thousand objects, two hundred and fifty characters, unlimited encounters, a quest that will take months to solve, and graphics better than you'll see on any other game of this type. The Ultima series of RPGs go from strength to strength. Join forces with Lord British and once more enter the fray... unbeatable stuff!

★ **ACE RATING 950**

VENDETTA

System 3 ●C64 £9.99cs £12.99dk

A great arcade adventure that really pushes the C64 to its limits. You must fight your way past the terrorists to defuse a bomb, and rescue the professor and his daughter. But while you are on the terrorist's tails the police are on yours. Most of the action takes place against an isometric 3D background, but there is also an excellent driving section to rival many full-scale driving games.

★ **ACE RATING 912**

VETTE

Mirrorsoft/Spectrum Holobyte • Atari ST TBA • Amiga TBA • PC £29.99

High speed racing round the streets of San Francisco in one of four Corvettes on offer. The superb 3D colour graphics in the game give a great sense of the wind in your hair as you roar down precariously steep streets desperately trying to avoid pedestrians and other vehicles. Realistic and lots of fun, this game, from the people who brought you Falcon, will have you hooked.

★ **ACE RATING 926**

WARHEAD

Activision • Atari ST £24.99dk • Amiga £24.99dk

Veteran programmer Glynn Williams' latest masterpiece is set in deep space. Earth is under threat from a horde of nasty extra-terrestrial insects. The only hope is the FOE-57, an advanced craft absolutely loaded down with weaponry. Fast solid vector graphics and rapid action make this a winner. Work your way up through the training missions and you'll soon be zapping away quite happily.

★ **ACE RATING 920**

X-OUT

Rainbow Arts • Atari ST £19.99dk • Amiga £19.99dk • Amstrad £9.99cs £14.99dk • Spectrum £9.99cs £14.99dk I C64 £9.99cs £14.99dk

Possibly the best horizontally scrolling shoot 'em up ever written. There's everything in this game any trigger happy chap could want: well animated sprites, pretty backgrounds, lots of speed, a bagful of weaponry for the taking, loadsabonuses, and plenty of challenge – What more could you want?

★ **ACE RATING 939**

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ACE CHARTS

PLUS THE ACE STOCKMARKET – THE BEST CHARTS IN THE BUSINESS, AND THE CHANCE TO WIN WIN WIN!

What's the best current release for your machine? And not just the best because it's been hyped to death by the industry and is selling by the bucketload – no, the best because it's been given the thumbs up by the reviewers in ALL of Britain's magazines. You can't possibly buy EVERY magazine, so how do you find out?

Simple – just look at the ACE Charts. They're compiled each month from ALL the UK magazines we can lay our hands on prior to press-day. We go through every one, enter the review marks for all the games reviewed into a database, and then calculate which games are coming out tops.

Then we use the information to prepare the charts on these pages for you. You can find out which games have received the best reviews on each of the major formats (see the Machine Charts opposite); which games are scoring best on 8-bit and 16-bit formats in general (see the Processor Charts below); and finally, which companies are delivering the hottest products (see the ACE Stockmarket at the bottom of page 93).

And just to put icing on the cake, you can win £25 worth of software for your machine if you can predict next month's entries. The entry form is on page 120. There's even a special Jackpot Option that can enable you to win a staggering £150 worth of software.

The ACE Charts are designed to give you not only up-to-date news on release quality, but also a ready-made buyer's guide. After all, if the reviewers' are crazy enough about a game to push it to the top in these charts, then you can be reasonably sure that the game's a worthwhile purchase.

Naturally, however, all magazine reviewers rate games according to their own opinions and so ratings in magazines may disagree. In some cases this disagreement is quite marked (as in the case of Psygnosis *Blood Money* conversion for the C64 this month – we didn't like it, but others did).

NB Because of the shortage of console reviews in the UK, we DO have to include one chart based on sales information only. Our Top Ten Console Sales chart is compiled by Shekhana Computers, 2 Gladstone House, High Road, Wood Green, London N22. Tel: 081-889 9412, Fax: 081-889 9413 and at 221 Tottenham Court Road, London, W1 Tel: 071-631 4627.

THE STOCKMARKET

The ACE Stockmarket gets its name from the fact that each month we list the top software companies together with a 'share price' for each one. The Stockmarket tells you which software houses are currently producing the most successful titles.

There are four columns for each company. The first shows the company's Rating – a figure calculated according to the reviews its games have received during the current month. A company whose games are all rated highly will have a high Rating.

The next columnin the company counter is the +/- Difference. This simply tells you how well a company is doing compared to last month.

The third column is the Price. This is a rating of the company's current performance compared to its performance in all previous months that it has appeared in the Stockmarket. If you wanted to buy shares in a company, check this column! Note that companies who get no reviews at all have their price decreased each month until they get reviewed again.

Finally, there's the company's index. This shows how well a company's games have done this month compared to the average score gained by all the other games reviewed. It's this rating that determines the position of a company in the charts. This month Anco's *Kick Off 2* has take it to number 2, and Origin is still basking in the sunshine of the *Ultima VI* effect. Microprose are also doing well, thanks to excellent reviews for *Midwinter* and *Railroad Tycoon.*

The average score for ALL games reviewed each month is called the SOFTWARE INDEX and it's printed at the top of the Stockmarket. This helps you tell whether or not the current month was a bumper month for gamesters. This month it's rising slowly...

PRIZE WINNERS N.B.

Don't forget – the entry form for the ACE Charts and Stockmarket is printed on page 120.

Because it's taking us longer than anticipated to arrange for software prizes to be despatched to winners, and also to give readers a longer period in which to enter the monthly Charts Competition, we will now be announcing winners for each round the month after the relevant charts have been published. For example, in last month's issue (Round Nine) you had to predict the positions in the charts as shown in this month's issue. The winners of Round Nine will now be announced in the next issue (issue 37) and of Round Ten in the issue after that, and so on...

In the meantime, apologies to those of you who are still waiting for prizes. We're trying to sort them out as fast as we can.

THE 16 BIT CHART

Title	Publisher	Format	Rating
Ultima VI	Origin	PC	98.5
Railroad Tycoon	Microprose	PC	93.65
F19 Stealth Fighter	Microprose	ST	93.45
Kick Off 2	Anco	Amiga	92.86
Flight of Intruder	Spectrum Holobyte	PC	92.67
Midwinter	Microprose	Amiga	92
PGA Tour Golf	Electronic Arts	PC	89.67
Turrican	Rainbow Arts	Amiga	89.4
Flood	Electronic Arts	Amiga, ST	89.4
Hero's Quest	Sierra	Amiga	89

Bubbling under: *Falcon Mission Disk 2* (Spectrum Holobyte, Amiga, ST), *Venus* (Gremlin, Amiga, ST), *Thunderstrike* (Millennium, PC, ST), *Rapcon* (Mindscape, PC), and *Flimbo's Quest* (System 3, Amiga). All too close in percentage points to select only three runners-up.

THE 8-BIT CHART

Title	Publisher	Format	Rating
Midnight Resistance	Ocean	Sp	92.33
Cecco Collection	Hewson	C64, CPC, Sp	91.33
Klax	Domark	C64, CPC	91
Turrican	Rainbow Arts	C64, CPC, Sp	89.26
Int'l 3D Tennis	Palace	C64, Sp	89.13
Escape/Robot Monsters	Domark	Sp	88
Pipemania	Empire	CPC	82.67
Deliverance	Hewson	Sp	81.5
Vendetta	System 3	CPC, Sp	78.17
Head over Heels	Hit Squad	CPC, Sp	77.63

Bubbling under: *Rad Ramp Racer* (Mastertronic, C64, Spectrum), *Italy 1990* (still!) (US Gold, C64, CPC, Spectrum), *Castle Master* (Domark, CPC)

THE MACHINE CHARTS

AMIGA RATINGS

Kick Off 2	Anco	92.86
Midwinter	Rainbird	92
Turrican	Rainbow Arts	89.4
Hero's Quest	Sierra	89
= Flimbo's Quest	System 3	88
= Might and Magic II	US Gold	88

Kick Off 2 boots its way in to overtake last month's number one *Midwinter* at the top. *Turrican* improves slightly and *Flimbo's Quest*, bubbling under last time, makes it inot the top five.

COMMODORE 64 RATINGS

International 3D Tennis	Palace	94.25
Blinky's Scary School	Zeppelin	77.5
Die Hard	Activision	72.5
Hot Rod	Activision	70.75
Blood Money	Psygnosis	70.17

No question where your money should go if you're a C64 owner. *3D Tennis* was top of this list last month and is now streets ahead of anything the opposition can offer. *Blood Money* wasn't much ladmired by ACE reviewers on the C64, but the others evidently disagree.

AMSTRAD CPC RATINGS

Cecco Collection	Hewson	91
Klax	Domark	90
Turrican	Rainbow Arts	84.67
Pipemania	Empire	82.67
E-Motion	US Gold	82.34

Turrican looks as though it will appear in the top five on every format eventually, while Hewson's *Cecco Collection* was always going to score highly in the value for money stakes. Otherwise, it's the puzzle-style games which are getting the rave reviews at the moment.

IBM PC-COMPATIBLE RATINGS

Ultima VI	Origin	98.5
Railroad Tycoon	Microprose	93.65
Flight of the Intruder	Spectrum Holobyte	92.67
PGA Tour Golf	Electronic Arts	89.67
Thunderstrike	Millennium	88.94

Ultima VI clocks up the Stockmarket's second highest score ever (Rainbird's *Carrier Command*, also on the PC, currently stands above the rest at 99.13 way back in February), increasing last month's rating by a a whopping 5.75 and pipping *Railroad Tycoon* into second place.

SPECTRUM RATINGS

Head over Heels	Hit Squad	93.25
Midnight Resistance	Ocean	92.33
Escape/Robot Monsters	Domark	88
International 3D Tennis	Palace	84
Vendetta	System 3	83.33

A good high-scoring month for Spectrum owners, who don't get that many games rated at over 90%. *Head Over Heels* was well-received when it first came out and it obviously hasn't dated in its re-released budget form. At £2.99 this is money well spent.

ATARI ST RATINGS

F19 Stealth Fighter	Microprose	93.45
Resolution 101	Millennium	82.12
Oriental Games	Micro Style	82
Projectyle	Electronic Arts	80.88
Theme Park Mystery	Image Works	79.34

Although the ST and Amiga are the staple machines for new titles these days, the Stockmarket Top Five titles are nearly always different. *Theme Park Mystery*, *Resolution 101* and *Projectyle* were all reviewed on the Amiga this month, all less favourably than the ST versions – although *F19* is clearly the pick of this month's bunch.

TOP CONSOLE GAME SALES IN MARCH 1990

These are the console games that are selling the most copies at Shekhana's London outlets... Watchout for Gameboy Turtles, coming soon, and also Rampage on the Lynx – which will please everyone who's waited so long for ANY title to hit the Atari portable, which has been stuck with same range of games for the last few months.

The Megadrive is showing a prosmising fast turnover of titles, and the PC Engine seems to be doing the same despite the cancellation of plans for a UK launch.

SEGA MEGADRIVE TOP 10

1 ESWAT
2 D.J. BOY
3 GOLDEN AXE
4 GHOSTBUSTERS
5 FLYING SHARK
6 THUNDERFORCE III
7 FORGOTTEN WORLDS
8 FANTASY STAR II
9 WORLD CUP SOCCER
10 DARWIN 4081

PC ENGINE TOP 10

1 SUPER STAR SOLDIER
2 SPLATTER HOUSE
3 RASTAN SAGA II
4 FORMATION SOCCER
5 CHASE HQ
6 NEW ZEALAND STORY
7 TENNIS
8 NINJA SPIRIT II
9 TIGER ROAD
10 VEIGUES

GAME BOY TOP 10

1 BATMAN
2 MAKAIMURA GAIDEN
3 TETRIS
4 TENNIS
5 POPEYE
6 SUPER MARIO LAND
7 SOCCER BOY
8 ZOIDS
9 WIZARD
10 QUIX

LYNX TOP 5

1 CALIFORNIA GAMES
2 GAUNTLET
3 CHIPS CHALLENGE
4 GATES OF ZENDOCON
5 ELECTROCOP

THE ACE STOCKMARKET – THE TOP 25 SOFTCOS

Last month we reckoned that saturation football coverage was having a bad effect on the Software Index, and that this month would show a small improvement as the 'World Cup effect' wore off. 'Small' is about the word for it, as the Index creeps up by 0.11 to 72.3. We wouldn't expect too much dramatic moves in the index now until the big guns wheel out their Christmas releases - but then, Stockmarket predictions have a habit of going awry ...

Still, you have to be well above average to make it into the Top 25 printed here, and again, its the strategists, such as Microprose, Origin, Mindscape and Spectrum Holobyte who are cornering the top places, with arcade favourites such as Ocean, Activision and US Gold dropping out of the list altogether (Ocean is at number 33, US Gold at 35, and Activision is languishing at number 42). Anco's position proves you don't have to have a stableful of titles – its number two placing is based solely on the ecstatic reaction to *Kick Off 2*. They'll have to keep scoring software goals to stay in the position, however.

Companies rated 100 and marked * are 'new entries'. They haven't featured in the Counter before and a company's launch share price is always 100. Companies with an existing share price but no reviews lose 10 points for each month that no reviews appear.

THIS MONTH'S SOFTWARE INDEX RATING:

72.3

GAINING SLOWLY...

Company	Ratings	+/-	Price	Index
Microprose	93.55	+4.55	105.11	21.25
Anco	92.86	+13.02	116.31	20.56
Origin	92.5	-1.75	98.14	20.2
Mindscape	91	+16.4	121.98	18.7
Spectrum Holobyte	90.06	n/a	100*	17.76
Hewson	89.7	+37.2	170.86	17.4
Cartoon Time	87.5	n/a	145.23	15.2
Image Works	83.5	+6.5	108.44	11.2
Rainbow Arts	83.21	+5.21	106.68	10.91
UbiSoft	83	+9.89	113.53	10.7
System 3	82.78	-1.72	97.96	10.48
Novagen	82.75	n/a	100.84	10.45
Infogrames	82.25	+16.42	124.94	9.95
Empire	82.17	-1.23	98.53	9.87
Millennium	81.24	+4.97	106.52	8.94
Micro Style	81	n/a	96.43	8.7
Palace	79.4	-2.16	97.35	7.1
Gremlin	79.35	+3.39	104.46	7.05
Domark	79.28	+1.54	101.98	6.98
Electronic Zoo	79.17	+6.92	109.58	6.87
Electronic Arts	78.69	+2.46	103.23	6.39
Firebird	78	+0.75	100.97	5.7
Interstel	78	+16.5	126.83	5.7
Software Business	77.5	n/a	100*	5.2
Krisalis	77.33	n/a	98.71	5.03

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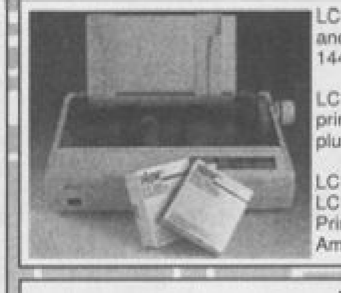

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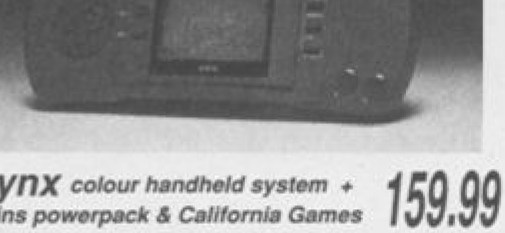

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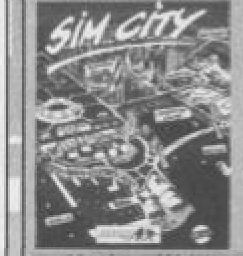

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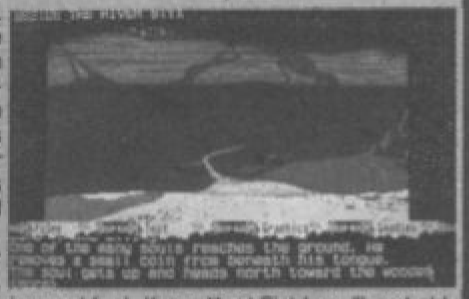

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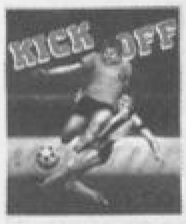

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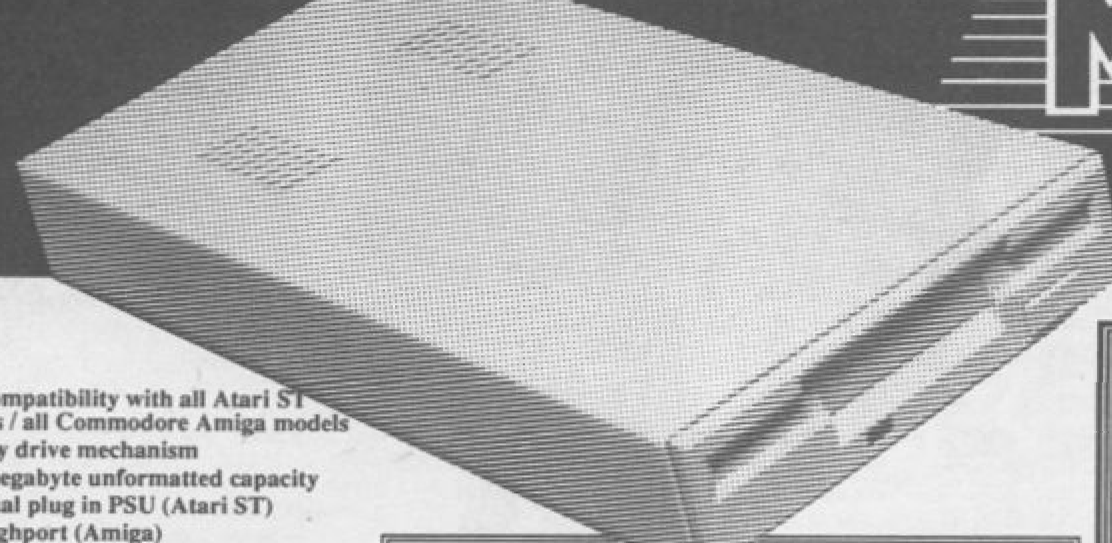

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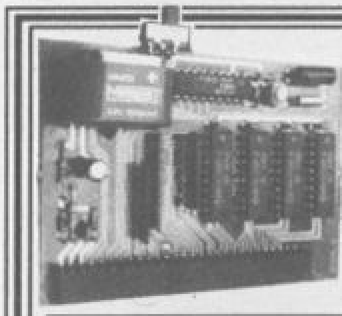

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THE ACE HARDWARE GUIDE
(16 BIT MACHINES)

Here it is: the one and only hardware guide to give you COMPLETE details on the machines you're most likely to upgrade to, including that all-important criterion of software availability.

The ACE Hardware Guide is currently run in three different sections: 16-bit upgrade machines (this month); consoles (next month); and available 8-bit machines (occasionally). AS from next month, however, you'll really be seeing something different in the Pink Pages – and the Hardware Section will be a part of the revolution. Don't miss it.

ACORN ARCHIMEDES

Models: Archimedes 310, 3000, 410, 420, 440
Package: keyboard, mouse and drive: keyboard mouse and drive plus monitor (colour or mono);
Memory: 3000 512K; 310 1Mb; 410 1Mb; 420 2Mb; 440 4Mb
Processor: Acorn ARM
RRP: Prices range from £668.85 for A3000 alone to £2645 for A440 with colour monitor
Contact: Acorn 0223 245200

IN BRIEF

Still the cutting edge of micro technology. Acorn's ARM is about the fastest thing this side of a Cray. This very exciting machine – although gathering admirers since the introduction of the A3000 – still lacks a good games software base and is best left to the enthusiast.

GRAPHICS AND SOUND

Resolution: 320 x 256 or 640 x 256 with normal monitors. 640 x 512 available with multi-sync monitors.
Palette: 4096
Colours: From mono up to 256 (320 x 256) or 16 (640 x 512).
TV: No
Monitor Output: Mono composite video: colour – RGB + sync.
Monitor Supplied: Depends on package bought.
Monitor Options: Acorn dedicated 14 inch medium res. colour; 12 inch high res mono; Multi-sync colour.
Sprites: 1
Speed: Blistering.

SOUND

Speaker Quality: Good
MIDI: With extra hardware.
Stereo Output: Yes
Performance: 16 channels (8 stereo pairs); 6 octaves, 1 internal speaker.

HARDWARE AND SOFTWARE

Disk Format: 3.5 inch – 800K
Disk Price: From £1.20 upwards.
Disk Performance: Good and fast.
Keyboard: 103 keys with programmable auto-repeat. Early keyboards have a cheap feel given the quality of the machine.
Joystick/Mouse: 3 button mouse; n support for joysticks.
Interfaces: 25 pin D parallel; 9 piN mouse; 3.5mm stereo headphone jack; 64 way din; 41612 expansion port; IEC 320 video outlet; I/O interface.

SOFTWARE

Existing Software Base: Still very limited. Some games available most software is for productivity and business.
Current Releases: See above.
Games: Most famous are *Zarch (Virus)* and *Conqueror*. But there have been several impressive one-off titles released recently.
Graphics: Potential is enormous. Some excellent packages available
Music: Like graphics, but developers remain shy.
Prospects: Limited. Even the cheaper models find it tough competing with STs and Amigas.
Software Loading: Very reliable.

BUYLINES

Best Buy Price: As RRP
Second Hand Availability: Still scarce, some 305 and 310s starting to appear but expect to pay for them.
Maintenance: One year's guarantee. Return to faulty machines dealer.

APPLE MACINTOSH

Models: SE; SE30; IIcx, IIci
Package: Monitor with built-in CPU and disk drive, separate keyboard
Memory: 1Mb
Processor: SE Motorola 68000; IIcx 68882; IIci Motorola 68030
Recommended Retail Price: £2,294.25 upwards; II £4329.75 upwards
Contact: Apple 071-569-1199

IN BRIEF

A very expensive up-market machine for those keen on desktop publishing, WIMP systems and up-market software. Software is very expensive. Quite a few games in the US, but few over here. Good for MIDI musicians but be prepared to pay through the nose for software.

GRAPHICS AND SOUND

Resolution: SE 512 x 342; II 10027 x 760
Palette: SE – black and white; II (with colour monitor) 16 million.
Colours: With colour monitor – 16 to 256
TV: No
Monitor Output: Integral monitor.
Monitor Supplied: Built-in
Monitor Options: SE – use dedicate model only; II Apple hi-res monochrome or AppleColor hi-res RGB.
Sprites: None
Speed: SE reasonably fast; II very fast.SE30 and IIX/CX even faster; IIci blinding

SOUND

Speaker Quality: Good
MIDI: Third party interfaces available.
Stereo Output: SE no; II yes.
Performance: 4 channels give good performance.

HARDWARE AND SOFTWARE

Disk Format: 3.5 inch – 800K
Disk Price: £1.50 – £2.00
Disk Performance: Generally fast
Keyboard: Separate with 81 keys including function keys and numeric key pad. Optional extra is the Apple Extended keyboard with 105 keys.
Joystick/Mouse: Joystick is not supported; high-quality single button mouse is supplied with machine.
Interfaces: SE/SE30 – Apple Desktop Bus connector. 2 RS232/RS422 serial; external disk drive; 96 pin Euro-Din expansion slot; SCSI – DB-25 connector; external audio amplifier. II – 2 RS232/RS422 serial; DB-25 SCSI T.

SOFTWARE

Existing Software Base: A very wide base exists in all fields except games.
Current Releases: Adequate, though largely of US origin and in the business or DTP field.
Games: Very few arcade titles but plenty of icon driven adventures.
Graphics: Lots of interesting software for those interested in DIY publishing.
Music: Very well supported for MIDI software – but it's expensive to boot.
Prospects: As always, excellent – especially in business and DTP.
Software Loading: Quick and reliable.

BUYLINES

Best Buy Price: Generally the RRP – Macs are only sold through dealerships. Ask for a discount for cash.
Second Hand Availability: Scarce and expensive. A better market exists in older models but these are best avoided.
Maintenance: One year's guarantee. Apple offers Applecare – "insurance" you take out to cover the cost of repairs after the guarantee has run out.

ATARI ST

Models: Atari 520STFM; 520STE; 1040STE; Mega STs; Stacy
Package: 520 and 1040 have keyboard with built-in disk drive; Mega versions have separate keyboard. Power Pack includes 520STFM with light gun, joystick and £400 of "free" software. New "Discovery" pack includes similar value software to Power pack but with an educational bent.
Memory: 520STFM and 520STE 512K; 1040STE 1Mb; Mega ST 1, 2 or 4Mb; Stacy 2 or 4Mb. STE machines expand internally to 4Mb.
Processor: Motorola 68000
Recommended Retail Price: 520STFM £299; 520STFM (Power Pack) £399; 520STFM (Discovery Pack) £TBA; 520STE TBA; 1040STE £499; Stacy N/A
Contact: Atari 0753 33344

IN BRIEF

Excellent as a general purpose home machine for games, small business and productivity. It's the number one choice for MIDI musicians. The ST's price still gives it a slight edge over the graphically more advanced Amiga. The new baby ST – Stacy – is tipped by Atari to be the musician's portable since it is a complete 2Mb or 4Mb ST with hard disk and mono monitor in a small box.

GRAPHICS AND SOUND

Resolution: Low-res 320 x 200; medium res 640 x 200; high-res 640 x 400
Palette: STFM 512; STE 4096; Stacy 2
Colours: Black and white in high-res; 4 colours in medium-res; 16 in low-res.
TV: Yes. Not Stacy.
Monitor Output: STFM models only, others through TV modulator
Monitor Supplied: No; Stacy has integral LCD monitor
Monitor Options: Atari monitors SM124 high-res mono; SC1442 med res colour.
Sprites: 1
Speed: Fast

***NB** High resolution display is only available on monochrome monitor; medium and low resolution displays only available on colour monitors or TVs. Blitter fitted to late STFMs (standard on STE)* *improves the GEM access.*

SOUND

Speaker Quality: Depends on monitor.

MIDI: Yes

Stereo Output: STE only.

Performance: 3 channel sound is average to good depending on software. STE features 8 bit PCM sound but no current software uses it.

HARDWARE AND SOFTWARE

Disk Format: 3.5 inch – 720K

Disk Price: £1.20 to £1.50

Disk Performance: Reliable and fast. Early machines were supplied with a single-sided disk drive.

Keyboard: 96 keys including 10 functions keys. Has a cheap feel which can be improved with third party spring kits.

Joystick/Mouse: 2 Joystick ports are standard; 2 button mouse is supplied with machine. Stacy is supplied with a trackball.

SOFTWARE

Existing Software Base: Excellent. A few budget titles are starting to appear now.

Current Releases: None of the major software houses ignore the ST so it is well served with plenty of good software.

Games: Across the board.

Graphics: Good with some excellent software to manipulate them.

Music: Excellent. Plenty of sound samplers, editors and MIDI software make this the musician's choice.

Prospects: Very good, but the Amiga is currently the favourite with software houses in the UK and the ST has failed to capture a market in the States.

Software Loading: A hangover from the original machines is the 360K disk format which means few companies bother to supply double-sided disks. This means large games require two or more disks with all the tedious disk swapping this entails.

BUYLINES

Best Buy Price: As RRP. Watch out for the twice yearly bundles.

Second Hand Availability: Very common and quite cheap. STs do not hold their value well – beware very old, single sided machines.

Maintenance: One year's guarantee. Return to dealer if faulty.

COMMODORE AMIGA

Models: Amiga A500; A2000, A3000

Package: A500 has keyboard and built-in drive with separate PSU; A2000 has separate keyboard with built-in (fan assisted) PSU. Recently released A3000 is a very powerful machine indeed. We'll be printing updated details on the whole Amiga range in the next issue of ACE – check with your dealer for current bundling offers.

Memory: A500 512K; A2000 1M; A3000

Processor: Motorola 68000

Recommended Retail Price: A500 £NA; A2000 £1236.25; Batman Pack £399.99; Class Of The 90's pack £579.99; A3000 £****

Contact: 0628 878888

IN BRIEF

A stunning specification with custom chips to rival almost everything around, the Amiga is the first choice for the most exigent of games players and video professionals. After an initially shaky start the machine continues to sell extremely well and has overtaken the ST in the UK, thoatter machine still has a slightly larger installed base. The A3000 is a top-end workstation substitute.

GRAPHICS AND SOUND

Resolution: From 320 x 200 to 640 x 400 (more possible in software)

Palette: 4096

Colours: 2, 4, 8, 16, 32, 64 or 4096

TV: With modulator.

Monitor Output: SCART + composite video in monochrome.

Monitor Supplied: No

Monitor Options: C1084 £349.99

Sprites: 16 in hardware + unlimited BOBS from soft/hardware.

Speed: Very fast with good software.

SOUND

Speaker Quality: Depends on monitor.

MIDI: No. Third party interfaces available.

Stereo Output: 2 phono connectors.

Performance: Among the best around. Custom hardware squeezes 9 octaves of 8 bit digital sound into the four channels.

HARDWARE AND SOFTWARE

Disk Format: 3.5inch – 837K formatted.

Disk Price: £1.20 – £2.00

Disk Performance: Noisy and sluggish. Third party software is available to improve matters.

Keyboard: 94 keys. 10 function keys and separate cursor cluster.

Joystick/Mouse: 2 button mouse supplied as standard.

Interfaces: Two Joystick/mouse; stereo audio; external disk drive(s); RS232 serial; Centronics parallel printer; SCART RGB/video; composite monochrome video; expansion bus (internal on A2000); clock/memory expansion on A500 only; internal PC expansion on A2000.

SOFTWARE

Existing Software Base: Similar to the ST.

Current Releases: Everyone's doing them.

Games: Something for everyone.

Graphics: Quality and range is unsurpassed.

Music: Needs better support for MIDI. Internal sound software is well supported thanks to IFF standards.

Prospects: Excellent.

Software Loading: Noisy but usually reliable. Plagued by viruses.

BUYLINES

Best Buy Price: Old Amiga 1000s can be picked up cheaply enough but these lacked the extra graphics modes of later models. Try to find a good value pack.

Second Hand Availability: Becoming common. Best buys are late Amiga 500s with Kickstart 1.2.

Maintenance: One years guarantee. Return faulty machines to dealers.

IBM PC COMPATIBLES

Model: IBM's PC was the first PC to be accepted in large quantities (not the first PC) and remains the standard by which all others are judged. There are hundreds of clones and variations including offerings from Amstrad, Atari and Commodore.

In general, with PCs you pay for speed and better graphics standards. The extra money is worth it if you can afford it.

Package: Depends on the manufacturer although most are supplied with monitors. They can even be bought in kit form at no extra saving

Memory: Usually 512K or 640K. Can be anything from 64K to 1Mb+. Always go for a 640K model.

Processor: Intel 8088/8086 in base machine is sometimes replaces with the faster NEC V20/30. More expensive machines are based on Intel's much faster 286, 386SX, 386 and even the latest 486.

Recommended Retail Price: Can be picked up for as little as £299 for a "no frills" machine. With top-of-the-range 486 based clones – and the official IBM versions – the sky's the limit. Look for a good EGA or VGA model for between £750 and £1200.

IN BRIEF

Superb value if you want the ultimate allrounder, the PC still betrays its business origins. Almost every major software house now port their titles to the PC but these remain limited by the constraints of the basic (most common) machines – which means they tend to be limited in sound and graphics. Definitely NOT first choice if entertainment is your preferred use for computers, or if you cannot afford the better EGA or VGA models (which are really essential for good games playing).

GRAPHICS AND SOUND

The first PCs weren't fitted with graphics as standard but most clones incorporate the necessary hardware and come with a monitor. There are three main standards: CGA – a nasty but all to common colour display, EGA about the lowest colour display worth considering, and Hercules monochrome. To get Amiga/ST graphics you must go for at least EGA or VGA which are usually only fitted as standard to more expensive machines (Amstrad's PC2086 is one exception).

Resolution: CGA 320 x 200; EGA 640 x 350; Hercules 720 x 384

Palette: CGA 8 (in two fixed sets); EGA 64

Colours: CGA 4; EGA 16; Hercules 2

Monitor Output: TTL RGB/RGBI (CGA); analogue RGB (EGA)

Monitor Options: Vast. Many monitors are dedicated to just one or two modes – some have amber, green or white monochrome displays – check before buying.

Sprites: None

Speed: From very slow – 8088 to very fast – 80486

SOUND

Speaker Quality: Anything poor from to downright diabolical.

MIDI: Third part interfaces available.

Stereo Output: No

Performance: Not the ideal machine for the musically bent – an Atari ST offers more for MIDI, the Amiga more for software sound purists.

HARDWARE AND SOFTWARE

Disk Format: 5.25in –180/360K/1.2Mb; 3.5in 720K/1.44Mb

Disk Price: 60p – £3.00

Disk Performance: Average.

Most PC owners also buy hard disks. Especially for the larger machines since the floppy disk drive is far too limiting in terms of speed, storage and overall performance. A large amount of PC applications software refuses to work unless you have a hard disk.

Keyboard: Almost as many variations as there are clones. Prefer the AT or extended AT layouts to the XT layout since it easier to use.

Joystick/Mouse: Neither supplied as standard. The better clones include a mouse or at least a mouse port, especially since IBM's WIMP system (Windows) has become more popular.

SOFTWARE

Existing Software Base: Vast!

Current Releases: All major software houses now produce something for the PC although few bother to support the better graphics modes so even if you have bought a VGA card, you may still have to play with dreadful CGA colours and resolution.

Games: Many of the latest games are now being converted – older titles will not.

Graphics: Given the right graphics adaptor, the PC has nice graphics and the software is usually excellent. On a standard CGA PC the graphics stink no matter how good the software is.

Music: Pathetic. Even the very best PCs can only manage a weak bleep.

Prospects: The PC is the eternal champion – as others fall by the wayside it carries on getting faster and better all the time. This is aided by Intel constantly improving the machine's processor and the vast user base demanding better equipment.

Software Loading: Fast and reliable; very fast from hard disk.

BUYLINES

Best Buy Price: Watch out for package deals form large chains and mail order companies. If you don't know too much about PCs go for a n ame you know.

Second Hand Availability: Common but be careful you do not get a clapped out monitor/keyboard.

Maintenance: Usually one year's guarantee – but competition has forced the price of maintenance contracts down to an affordable level. This often means they fix the machine in-situ for free.

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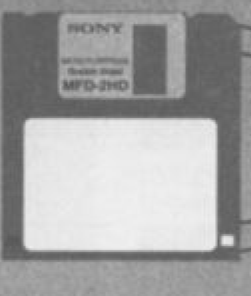

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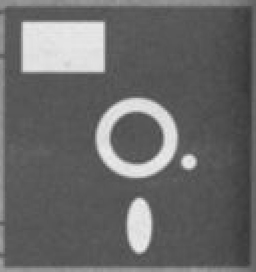

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THE ACE HARDWARE GUIDE (CONSOLES)

Want to splash out on a games machine? Check out this month's console guide for full details of the machines currently available. Next month, we'll be listing 16 bit computers.

Supplier telephone numbers are their own unless PR agencies are available. As a general rule, however, your local dealer should be the first place to start asking questions.

We've also provided some Star Ratings for each machine, but as with all ratings they should be taken into account along with your own needs and preferences. The more stars the better.

ATARI LYNX

Package: Lynx with California Games pack
Memory: 64K
Processor: 6502
Price: £149.95
Contact: Atari 0753 333344

IN BRIEF

The Lynx was designed by a team including RJ Mical one of the men behind the Amiga. If that doesn't convince you consider it runs a fast 6502, has 8Mb of game storage on its cards and supports multi-player games. The graphics hardware has built in hardware scrolling and image scaling. Software, however, is very thin on the ground and the Lynx has had to do with fewer than a dozen titles since its launch. Current prospects are uncertain, despite the power of the machine.

GRAPHICS AND SOUND

Resolution: 160 x 102
Palette: 4096
Colours: 16
TV: No
Monitor Output: No
Monitor Supplied: Yes - 3.5 inch backlit colour LCD
Monitor Options: None
Sprites: Special graphics hardware effectively treats ALL screen objects as sprites!
Speed: Fast

* * *

Speaker Quality: Very good
MIDI: No
Stereo Output: Yes
Performance: 4 channel, 5 octave stereo sound has to be heard to be believed.

HARDWARE AND SOFTWARE

Cartridge Format: 8Mb ROM
Cartridge Price: N/A
Joystick: 4 way joypad.
Ports: Cartridge port; multi-player port; miniature stereo headphone jack.

* * * *

Existing Software Base: Very small.
Current Releases: California Games is a great freebie.
Prospects: Uncertain.
Software Loading: Almost instant.

BUYLINES

Best Buy Price: As RRP
Second Hand Availability: Very few
Maintenance: One year's guarantee.

STAR RATINGS

Graphics: * * * * *
Sound: * * * * *
Expansion: *
Overall: * * * *

ATARI VCS

Package: TBA
Memory: N/A
Processor: 6507 (2600)/6502 (7800)
Recommended Retail Price: VCS2600 £39.99; VCS7800 £79.99
Contact: Atari 0753 33344

IN BRIEF

The VCS2600 is a reboxed version of the original Atari games console which until a couple of years ago remained the best selling home video games system of all time. The VCS7800 is a revamped version of the VCS2600 with a faster processor, slightly better sound and vastly improved graphics.

GRAPHICS AND SOUND

Resolution: 192 x 160 (2600) 320 x 242 (7800)
Palette: 16 (2600)/256 (7800)
Colours: 4 (2600)/16 (7800)
TV: Yes
Monitor Output: No
Monitor Supplied: No
Monitor Options: No
Sprites: N/A/64
Speed: Slow

* * *

Speaker Quality: Depends on TV
MIDI: No
Stereo Output: No
Performance: Limited to 1 channel on 2600 and two on 7800.

HARDWARE AND SOFTWARE

Joystick: Supplied
Ports: 2 x 9 pin D for joysticks;TV; cartridge port.

* * * *

Existing Software Base: Small
Current Releases: Rare
Games: A few
Prospects: Unsure in the light of new competition from Japan.
Software Loading: Instant

BUYLINES

Best Buy Price: As RRP.
Second Hand Availability: Worth looking
Maintenance: One year's guarantee.

STAR RATINGS

	2600	7800
Graphics:	*	* *
Sound:	*	* *
Expansion:	None	None
Overall:	*	* *

KONIX

Package: Multi-system plus joystick and Bikers.
Memory: 256K + 512K expansion.
Processor: 8086 + 12Mhz custom RISC chip
Price: £229
Contact: Michael Baxter 0273 635503

IN BRIEF

Since its exclusive unveiling in ACE, the Konix has suffered from the changing fortunes of its manufacturer. A pity because it had the makings of a champion. For the first time, a games console has the option of changing between a joystick yoke, steering wheel and a handle bar – depending on the game being played. The multi-system was going to be THE machine when it appears...but whether it will ever make it now seems doubtful. If you see one, buy it for the rarity value, not for the prospects.

GRAPHICS AND SOUND

Resolution: 256 x 200 to 512 x 200 (software programmable)
Palette: 4096
Colours: 512 available at low resolutions; 16 in hi-res.
TV: Yes
Monitor Output: Yes
Monitor Supplied: No
Monitor Options: Analogue RBG + sound; composite
Sprites: No
Multi-system uses four hardware screen planes (like Amiga's dual-playfield). The blitter is capable of 12 million pixels per second. In other words, over 50 frames per second.
Speed: Very fast

* * *

Speaker Quality: Depends on TV/monitor.
MIDI: No
Stereo Output: 3.5mm jack to headphones
Performance: Digital Signal Processor could produce up to 40 channels of sampled sound. If you want a game as well this drops to a 8 channels (4 left, 4 right) over 9 octaves - better than the Amiga!

HARDWARE AND SOFTWARE

Disk Format: 3.5in - 880K
Disk Price: Applies to developers only.
Disk Performance: Fast + reliable
Keyboard: No
Joystick/Mouse: 3 proportional channels built in.
Ports: Joystick; Sound 3.5mm jack; 8 pin DIN RGB; expansion port for light gun and Power Chair.

* * * *

Existing Software Base: Minuscule.
Current Releases: *Last Ninja II; Bikers; Mutant Camels '90; Hammerfist; Star Ray. . .*
Games: All likely to be arcade titles.
Prospects: Now very poor, but we live in hope.

BUYLINES

Best Buy Price: As RRP
Second Hand Availability: Not on sale yet - so no S/H market.
Maintenance: Expect one year's guarantee with normal return procedures.

STAR RATINGS

Graphics: * * * * *
Sound: * * * * *
Expansion: * * * * *
Overall: * * * * *

NINTENDO ENTERTAINMENT SYSTEM

Standard version - console, plus game controllers plus 1 game (Super Mario Brothers); Deluxe version - console, game controller, light gun, ROB Robot, 2 games.

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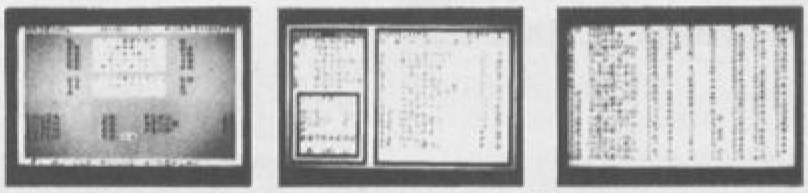

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CHALLENGE SOFTWARE

TRADE ENQUIRIES WELCOME ON 01 443 1936.

Recommended Retail Price: Standard model £99; Deluxe model £149
Contact: Deighton PR 01-836 2973

IN BRIEF

The world's largest selling console, largely because of the playability of some of its games rather than its hardware specification, which is 8-bit average. Better supported now in the UK than it used to be.

GRAPHICS AND SOUND

Resolution: 256 x 240
Palette: 52
Colours: 16
TV: Yes
Monitor Output: No
Monitor Supplied: No
Monitor Options: None
Sprites: N/A
Speed: Average

* * *

Speaker Quality: N/A
Stereo Output: No
Performance: Average

HARDWARE AND SOFTWARE

Joystick/Mouse: dedicated controllers supplied. IR wireless controllers with 30ft range now available for £39.95.

* * * *

Existing Software Base: Around 50 titles available here. Many more available in Japan but these require a converter to run.
Current Releases: Nintendo predict about 2-3 titles per month.
Prospects: In the UK, improving due to increased support – but this is yesterday's technology.
Software Loading: Instant

BUYLINES

Best Buy Price: As RRP.
Second Hand Availability: A few.
Maintenance: One year's guarantee. Faulty machines return to dealer.

STAR RATINGS

Graphics: * * *
Sound: * *
Expansion: * * * *
Overall: * * *

NINTENDO GAMEBOY

Package: Main unit + 1 game (*Tetris*)
Memory: 64Kbit (8K bytes)
Processor: Custom 8 bit
Price: Not yet released in the UK. US price is around $89. Expect to pay £79 when officially launched in September.
Contact: Deighton PR 01-836 2973

IN BRIEF

Nintendo were the first company to produce a dedicated handheld console and now it seems everyone wants to get in on the act. On reflection even the Game Boy was a long time coming since the technology employed by the display is starting to look dated.

GRAPHICS AND SOUND

Resolution: N/A
Colours: 2 (monochrome)
Monitor Supplied: Yes - LCD display is lit by ambient light.
Sprites: Information not available
Speed: Fast for what it is.

* * *

Speaker Quality: Depends on head phones.
Stereo Output: Yes
Performance: Plays a lot better than it looks.

HARDWARE AND SOFTWARE

Keyboard: Select and Start + 2 option buttons.
Joystick: Single 8 way controller.
Ports: Headphone socket; dual-machine interface.

* * * *

Existing Software Base: Growing rapidly – check with your local dealer.
Current Releases: Increasing
Games: Arcade and puzzle-type.
Prospects: Not due for UK release until at least September, Game Boy – on technological grounds – ought to be hard pressed to beat the Lynx, but it's cheaper and the games play very well.
Software Loading: Instant

BUYLINES

Best Buy Price: Only available through grey imports as yet.
Second Hand Availability: None.
Maintenance: Watch out - grey imported machines rarely have any real warranty.

STAR RATINGS

Graphics: * * *
Sound: * * * *
Expansion: Dual machine interface has lots of potential.
Overall: * * * *

NEC PC ENGINE

Package: PC Engine + controller and 1 game
Memory: 64K internal + 8K video; 2 - 128K internal 32K video
Processor: 8 bit custom
Price: N/A (US price around $199)
Contact: Local dealers

IN BRIEF

There are no longer any official plans for the launch of the Engine in the UK. More's the pity, but we live in hope. It's CD-ROM add-on drive is now the largest selling CD unit on the market and is responsible for much of the recent increase in CD development. There's also a sixteen bit version, vastly more powerful, called the Turbographx, but this is only rarely available through importers and at a price – usually around £300. NEC are also working on a handheld version of the Engine which will be software compatible with its larger brother.

GRAPHICS AND SOUND

Resolution: 256 x 216
Palette: 512 (Tgx. - 1024)
Colours: 32 - 16 background and 16 shared by sprites.
TV: Yes
Monitor Output: N/A
Monitor Supplied: No
Monitor Options: N/A
Sprites: 64 (Tgx. - 128)
Speed: Very fast considering this is an 8 bit!

* * *

Speaker Quality: Depends on monitor.
MIDI: No
Stereo Output: Yes
Performance: 6 channel stereo

HARDWARE AND SOFTWARE

Disk Format: CD ROM at extra cost.
Disk Price: Read-only so N/A
Disk Performance: Superb - the CD ROM adds a new dimension.
Joystick: Supplied with dedicated controller.

* * * *

Existing Software Base: Large
Current Releases: Increasing.
Games: Almost exclusively arcade.
Prospects: Good.
Software Loading: Cartridge is instant; CD OK.

BUYLINES

Best Buy Price: Currently grey import.
Second Hand Availability: V Rare
Maintenance: Watch out - grey imported machines rarely have any real warranty.

STAR RATINGS

Graphics: * * * *
Sound: * * * *
Expansion: * * * *
Overall: * * * *

SEGA MASTER SYSTEM

Package: Console using cartridge or smart card plus game controller and 1 game (*Hang On*).
Recommended Retail Price: £79.95; £99.95 (+light gun); £129.95 (+ light gun and 3D glasses).
Contact: Virgin Mastertronic 01-727 8070

IN BRIEF

Japanese software base is not as good as Nintendo's but more titles reach UK. Mastertronic have given good support to the machine so the prospects look good. Like the Nintendo, however, this 8-bit machine uses established but dated technology.

GRAPHICS AND SOUND

Resolution: 256 x 192
Palette: 64
Colours: 16
TV: Yes
Monitor: No

* * *

Speaker Quality: Depends on TV.
Performance: 3 channels.

HARDWARE AND SOFTWARE

Joystick: Game controller supplied.
Existing Software Base: Very good.
Current Releases: Good
Games: All arcade
Prospects: As good as any 8-bit conso
Software Loading: Instant.

BUYLINES

Best Buy Price: As RRP
Second Hand Availability: Some
Maintenance: One year's guarantee. Faulty machines return to dealer.

STAR RATINGS

Graphics: * * *
Sound: * * *
Expansion: * * *
Overall: * * *

SEGA MEGADRIVE

Package: Megadrive, controller,one game.
Memory: 74K main + 64K video
Processor:68000 + Z80B
Price: Under £200 when it appears.
Contact: Virgin Mastertronic 01-727 80

IN BRIEF

Excellent example of the new 16-bit console technologies. Although still not officially available, grey importers are laughing all the way to the bank. All will cease when Virgin Mastertronic start importing the official UK in September Likely to be the first decent 16-bit console to receive official support in the UK.

GRAPHICS AND SOUND

Resolution: 320 x 224
Palette: 12
Colours: 64
TV: Yes
Monitor: No
Sprites: 80
Speed: Very fast

* * *

Speaker Quality: N/A
MIDI: No
Stereo Output: Yes
Performance: 12 channel stereo sound is produced by a custom FM chip and sounds fantastic.

HARDWARE AND SOFTWARE

Joystick: Dedicated controller supplied.

* * * *

Existing Software Base: Poor
Current Releases: Few in UK at present
Games: All arcade
Prospects: Very good
Software Loading: Instant

BUYLINES

Best Buy Price: Only available through grey imports as yet
Second Hand Availability: N/A
Maintenance: Watch out - grey imported machines rarely have any real warranty.

STAR RATINGS

Graphics: * * * * *
Sound: * * * * *
Expansion: * * *
Overall: * * * * *

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ACE DEALS

Summer sales, competitions, and raffles – there's plenty going on in the stores this month to mark the big summer releases. If you're planning a purchase, check here first...

One summer sale is at **Virgin's Games Centre** (all details of outlets are listed opposite), where we are assured that there are 100s of wonderful bargains covering both software and hardware, although details of the big knock-downs were still being finalised as we went to press.

There are lots of competitions and freebies going with Image Works' major release *Back to the Future II* – all neatly timed to coincide with the arrival of the film BTTF III. **City Software** in Liverpool is offering a night out at the movies for the winner of its *BTTF* raffle: buy a copy of the game to get your raffle ticket. The prize consists of two tickets to see BTTF III, plus a Macdonalds voucher for a meal afterwards.

In the North East, **Computer Shops** has a limited set of goodies to give away with *BTTF II* – a pencil, sliding block puzzle and badge goes with the game.

An exclusive Microprose sports bag is being given away by **Microbyte** to everyone who buys *F19 Stealth Fighter* on either the ST or Amiga; and there's a free T-shirt for anyone buying three Ocean products at **Computer Shops**. Along with your T-shirt, you can also enter the Ocean competition with a chance of winning a karate outfit.

Back in London, **Software Circus** is running a golf competition based around EA's *PGA Tour Golf*. Once you pruchase the game, you'll get the chance to play a mini-round on the computer in the shop. The top ten players on the leader board will win prizes ranging from golf balls, golf gloves, a sports bag and

SAVE AS YOU SPEND...

Don't forget that many stores run their own continual voucher and discount schemes. Microbyte's **Collect'n'Select stamp offer is still in full swing: every £5 spent earns you one stamp on your card and there are gifts on offer once your card is filled.**

The Computer Store **chain has its Funbank token scheme: again, you get a token for every £5 spent which can be redeemed against freebies, such as T-shirts, baseball caps, key-rings, pens and badges. Some days are denoted as being 'double token' days – check at your local Computer Store for details.**

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WHERE TO FIND THEM...

City Software is on Lime Street, Liverpool.

There are **Microbyte** stores in the Arndale Centre, Manchester; the Broadmarsh Centre, Nottingham; Kirkgate, Wakefield; the Metro Centre, Gateshead; the Greenmarket, Newcastle Upon Tyne; the Kirkgate Centre, Bradford; the Bull Ring Centre, Birmingham; the County Arcade, Leeds; and Pasture Road, Goole.

You can find **Computer Shop** outlets in the Arndale Centre, Manchester; Newcastle, Leeds, Preston, Sunderland, Stockton and Nottingham. Also part of the Computer Shop chain are the two **Games Store** outlets in Carlisle and Middlesbrough, which stock role-playing games as well as computer software.

Virgin has its **Games Centre** outlets on London's Oxford Street (at Marble Arch, within the Megastore, and at no 100) and Bristol, and also in Megastores in Birmingham, Brighton, Dublin, Edinburgh, Glasgow (at Union St and Argyle St), Leeds, and Nottingham.

Both **Software Circus** outlets are in London's West End; one in The Plaza, Oxford Street, the other at 282, High Holborn, London WC1.

The **Computer Store** chain is based in Yorkshire, with shops at Printing Office St, Doncaster; Ivegate, Bradford; Trinity St Arcade, Leeds; Market Place, Huddersfield; Westmoreland St, Wakefield; St Sampson's Square, York; The Woolshops, Halifax; Market St, Barnsley; and also at High Street, Scunthorpe.

Interface currently operates on a mail-order only basis; the address is PO Box 100, Stockport, Cheshire, SK4 2DP.

All offers and promotions are subject to availability of stock. Although we do our best to ensure our dealer promotion information is accurate at the time of going to press, ACE cannot take any responsibility for changes or cancellations to dealers' plans.

umbrella, up to the big prize – a Slazenger golf bag.

On the hardware side, both Computer Stores, based in Yorkshire, and mail order outfit Interface have some interesting bundles on offer. **Computer Store's** Amiga package, which features £200-worth of extras, is now on sale in every branch of the chain, while **Interface** is offering Megapacks 1 and 2 on Amigas, STs and PCs. Whichever machine you buy, you'll get 10 blank disks, a disk box, mouse mat and dust cover, and five mystery games in megapack 1, and the same in Megapack 2, except that a Quickshot 2+ joystick replaces five of the ten blank disks. Write to Interface at PO Box 100, Stockport, Cheshire, SK4 2DP for details.

City Software will be having special prize days at its store throughout August. Every Saturday, visitors will get a raffle ticket for every £3 they spend – prizes to be drawn at the end of the day's trading. Other competition days will be held during the week, and will be based on today's high score on a particular game – pop into City Software to find out more.

ATTENTION DEALERS

Don't keep your promotions, competitions, special offers, etc, a secret. Tell us at ACE and we'll tell everybody else.

SORRY! THE ACE DIARY HAS BEEN MOVED TO PAGE 112

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AMIGA PENPALS wanted 100% reply (quick too). Get writing to: Greg McKenzie, 2 Muirhouse Cresent, Edinburgh EH4 4QG. Edinburgh people.Tel: 332-4938.

ST PENPALS wanted all the world. Write to Massimo Angileri, 28 Block B Marshall Court Gzira, Malta 100% reply to all letters.

AMIGA penpals wanted to swap demos and PD please write to Andy Rogers, 1 Winchilsea Cresent, E.Molesey Surrey KT8 9ST (newcomers welcome)

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OTHER

MAKE MONEY to afford games, peripherals etc legally. Send SAE to Jon chamberlain, 10 Parkwood Ave, Wivenhoe, Colchester, Essex.

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MAKE THAT EXTRA money now for free info send SAE to 8 Town Pit Woodbast Wick Rd, Blofield Heath, Norwich.

USER GROUPS
TURBO, TSam Coupe mag and PD - Library. Send £1 cheque for sample copy to A.Betts, 8 Healey, Tamworth, Staffs

User Group needs Amiga artwork on disk! Please send work along with return postage to: Swift 38 Portland Drive, Nuneaton Warwickshire

WANTED

LYNX OR Gameboy wanted will swap fully working sega with Phaser, games and Packing worth £339 Tel: 046075356 ask for Christopher.

THE AMIGA Action Replay cartridge contact jason at Marybella, 2B Wexford Rd, Oxton, Birkenhead, Merseyside.

HELPLINE

BLOODWYCH MAPS £5 Bloodwych Data Maps £5. SAE required state game! 96 St Mary's St, Southampton. SO1 1PB

DOES anyone know any cheets for Gryzor for the CPC464. If you do Tel 0565-85378. After 6pm. Contact Will.

If any of you have games that are getting you down then you need the cheat club. For details write to Martin, 3 Ellis House, Shernhall Street, Walthamstow, London. E17 9JA. NOW!!

68K ASSEMBLER: Any problems needsource codes? Want to learn? Write to: DT, 56 Birchwood Ave, Lincoln. For info.

HELP! I am desperate for kingdoms of England for the Amiga ask for Micheal on 0302-743482 no copies.

Can you give tips for FD2 (no cheats though).Write to R.Allan, 63 Sandpit Lane, St Albans, Herts.

HELP any info on Data Plug. 1 Modem made by plessey office systems manuals connections etc.

Can anyone help me how to complete the games teenage Turtles (arcade version), Robocop, Batman, Cabal, Ninja Warrior, Bad Dudes v Dragon Ninja, Tower of Babel and Dynasty Wars. Also where can I get games Operation Thunderbolt, Robocop and Freddies Fiendish cartridges for Atari XE 4001. Write to Dean Hodge, 25 Batter Park, Dundee, Scotland.

Can anyone Supply me with the Exorcist on VHS video. Contact Jason 2B Wexford Road, Oxton, Birkenhead, Merseyside.

HELP! PC5.25" games anything sell? Lists? Offers? Will swap good games will reply: FMM The Old Rectory, Warmington, Peterborough.

HELP available for Corruption, Bards Tale 1, Bards Tale 3, Snowball, Return of Eden, Worm in Paradise, Starflight, The Bogit, The Hulk, Neuromancer, Ultima 5, Fish! (up to 449 points). Also maps available for Bards Tale 1 and 3 and Ultima 5. Jim Laver, Microsize Adventure, Helpline, 366 High Street, London Colney, Herts.

COMMODORE 64 owner can help with Assembly Language programming as well as adventures (Hobbit, Hitchhikers guide to the Galaxy, Bards Tale and more). All correspondence to: Adrain Booysen, PO Box 35525, Menlo Park, 0102, Republic of South Africa.

HELP want Battleforce, 100% with all facilities. Please send disk for Amiga Peter Mulder, Huesmolen 100 1625 HZ Hoorm, The Netherlands.

PLEASE send me help and soloutions on Police Quest 1 and 2 Kings Quest 2 and 4, Space Quest 1, 2,3 Also any help on Elite, Heroes Quest,, Eagles Nest,, and more, please write to Sam Dowle, 64 Bulong Ave, Redcliffe, Western Australia 6104.

IF you need help on any games for the Commodore 64 and Amiga 500. Hint lists cover at least 2 pages of A5 paper - many include maps, hints, guides and cheats (but not Pokes) and some have never been published in Computer magazines before. Responses to queries which include SAE are given priority. Write to 33 Fir Tree, Wales Sheffield. S31 8LZ Att SN Hardy. Games list includes Aliens, Austerlitz, Battlehawks, Conflict Europe, Dark Empire, Elite, Fire Brigade, Desert fox, Football Manager, Freedom, Great Escape, Ikari warriors, Invasion, Johonny Reb 2, Kick off, Knights of the Desert, Laser Squad, Lords of Conquest, Lords of the Rising Sun, Manchester United, Millenium 2.2, Parallax, Player Manager, Power at sea, Psi1-5 Trading Co, Red Lighting, Sentinels, Silent Service, Sim City, Soccer Boss, Software Sale, Special Operations, Spooks, Star Fox, Thunderbirds, Tracksuit Manager, Trap Door, Voyager, Waterloo, Who Dares Wins 2 Xybots, Zoids

FEMALE ST Artist looking for contacts to do Atrwork worked with automation and Psi. Kay, 23 Derby Rd, Gloscester, Glos. HELP. Photocopies of instructions wanted. Nintendo, Super Mario Bros, Metriod, Zelda, Topgun, Metal Clear, Mega Gear, Mega Man. Will pay good price. PLease phone Ellis 0532-550082 (day).

How do you complete Galdre gons Domain for the Atari ST contact. Andrew Cocks, 40 Westwood Gardens, Chandlers Ford, Hants.

HELP me I need contacts fast. Write to Pobs, 13 Cleveland Drive, Lowton, Warrington WA32EQ

PLEASE does anyone know how to make data for test Drive 2? Can anyone tell me the best games for the Commodore 64? Dose anyone know how to transfer games from 1541 to 1581. Games like test drive 2, Dragon Ninja, Ultima, Series, Bards Tale Series etc. Any help would be greatly appreciated all responses to Mike Burch 17790 West 1772 North, Fairfield, Utah 84013 USA.

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THE ACE DIARY

Every you need to know about the next four weeks, including the release dates of the games you've been waiting for. And one of them (*Starglider* on the C64) you've been waiting for for quite a time!

AUGUST

WEEK'S RELEASES AT A GLANCE

Rainbird: *UMS II* (ST, Amiga £29.99, PC, Macintosh £34.99). Sequel to the acclaimed *Universal Military Simulator*.
Origin: *Space Rogue* (ST £29.99) *Ultima V* (Amiga £29.99) Fifth incarnation of the cult RPG series.
Mindscape: *Life and Death* (ST, Amiga £24.99). Relive those ambitions to be a brain surgeon.
Delphine/US Gold: *Future Wars* (PC £29.99). New UK partner for Delphine to bring out the PC version of this well-received game.
Operation Stealth (ST, Amiga £24.99, PC £29.99) Game utilising Delphine's new 'cinematique' point and click operating system - no typing required.
Accolade: *Bar Games* (Amiga £24.99). Collection of traditional (and not so traditional) pub games.
All-Time Favourites (C64 disk £19.99, PC £29.99). Compilation from the Accolade back catalogue.

SUNDAY..............................12
Grouse shooting season begins.
MONDAY..............................13
TUESDAY..............................14
WEDNESDAY..............................15
THURSDAY..............................16
Birthday of Madonna, 1958.
FRIDAY..............................17
Anniversary of the Proclamation of Independence, Indonesia.
Construction began on the Berlin Wall on this day in 1961 - not until over 28 years later did it begin to come down.
SATURDAY..............................18

WEEK'S RELEASES AT A GLANCE

Image Works: *Back to the Future II* (Spectrum £8.99, C64, CPC £9.99, ST, Amiga, PC £24.99). Time travel in the guise of Michael J Fox in game of the film.
PSS: *Final Battle* (ST, Amiga £24.99). Follow up to *Legend of the Sword. Battlemaster* (Amiga, £29.99)
Rainbird: *Starglider II* (C64 £14.99 tape, £19.99 disk) Hard to believe this hasn't already been released - C64 owners get the chance to pilot their space craft and bomb things to bits.
Micro Style: *Oriental Games* (Amiga £24.99) Stylish set of martial arts games.
Psygnosis: *Infestation* (PC £24.99)
Psyclapse: *Matrix Marauders* (ST £19.99) Arcade action in an oriental board game setting.
Accolade: *Ishido* (PC £29.99, Amiga £24.99). Another oriental puzzler in board-game style.

SUNDAY..............................19
MONDAY..............................20
TUESDAY..............................21
WEDNESDAY..............................22
Anniversary of the relaxation of the licensing laws, allowing pubs to stay open from 11am to 11pm, in 1988.
THURSDAY..............................23
Liberation Day, Romania.
FRIDAY..............................24
Rolling Stones concert, cancelled on Friday, July 13, to take place tonight at Wembley Stadium. Friday 13th sure was unlucky for some...
SATURDAY..............................25
Anniversary of the Declaration of Independence, Uruguay. English football season (1990-91) begins. Rolling Stones concert, cancelled on Saturday, July 14, to take place tonight at Wembley Stadium.

WEEK'S RELEASES AT A GLANCE

Spectrum Holobyte: *Falcon Mission Disk II* (ST, Amiga £19.99). New flights for old with this accessory to the original Falcon.
Cinemaware: *It Came From the Desert* (PC £29.99). Clever B-movie style game with some truly awesome giant ants.
Rainbird: *Midwinter* (PC £34.99). Long-awaited (the reviews were months ago) strategy/action game on skis set in snowbound terrain.
Psygnosis: *Shadow of the Beast II* (Amiga £34.99). Sequel to you-know-what with new exclusive Roger Dean T-shirt in the box.
Shadow of the Beast (ST £24.99). Forerunner to the above in its first ST airing - no T-shirt for ST owners, unfortunately.
Epyx/US Gold: *Snowstrike* (Spectrum, C64, CPC £9.99 tape, £14.99 disk; ST £19.99, Amiga, PC £24.99). Pit your wits against the Colombian drug barons.

SUNDAY..............................26
MONDAY..............................27
Summer bank holiday
TUESDAY..............................28
WEDNESDAY..............................29
Birthday of Michael Jackson, 1958.
THURSDAY..............................30
FRIDAY..............................31
National Day, Malaysia.

SEPTEMBER

SATURDAY..............................1
Revolution Day, Libya. Fifth All Formats Computer Fair opens at the New Horticultural Hall, London SW1. Hardware, software, peripherals and accessories at good prices.
NatWest Bank Trophy Final at Lord's.

WEEK'S RELEASES AT A GLANCE

Virgin: *Monty Python* (Spectrum, C64, CPC £9.99 tape, £14.99 disk; ST, Amiga £19.99, PC £24.99). You play Gumby in a horizontal scroller which retains much of the Pythonesque humour.
Microprose: *F19 Stealth Fighter* (Amiga £29.99). Flight and aerial warfare featuring the 'invisible' F19.
Mindscape: *Days of Thunder* (ST, Amiga, PC £29.99) Game of the forthcoming Tom Cruise film.
Electronic Arts: *Dragon Wars* (Amiga £24.99)
US Gold: *Murder* (C64 disk £14.99, ST £19.99, Amiga, PC £24.99) You have two hours to solve this Agatha Christie-style murder.
Gold of the Aztecs (ST £19.99, Amiga, PC £24.99) Indiana Jones-style adventure starring you as Brett Conrad on a quest for gold.
Accolade: *Grand Prix Circuit* (Spectrum, CPC, tape £9.99, disk £16.99).

SUNDAY..............................2
Great Fire of London began in Pudding Lane in 1666 - finally burnt itself out on September 6. Second and final day of the All Formats Computer Fair.
MONDAY..............................3
Anniversary of Britain and France's declaration of war against Germany in 1939, after Hitler had invaded Poland on September 1. The people of Sweden switched to driving on the right hand side of the road on this day in 1967. How on earth did they manage to effect this changeover smoothly - you could hardly do it gradually?
TUESDAY..............................4
WEDNESDAY..............................5
THURSDAY..............................6
FRIDAY..............................7
Independence Day, Brazil. BBC Acorn User show opens at the Westminster Exhibition Centre, London SW1. Plenty of stuff for Beeb and Archimedes enthusiasts, albeit with a serious slant.
SATURDAY..............................8
BBC Acorn User show (see above). Computer auction at Canons Leisure Centre, Mitcham, Surrey. Check with organiser John Russell and Co on 081-681 5413 for details.

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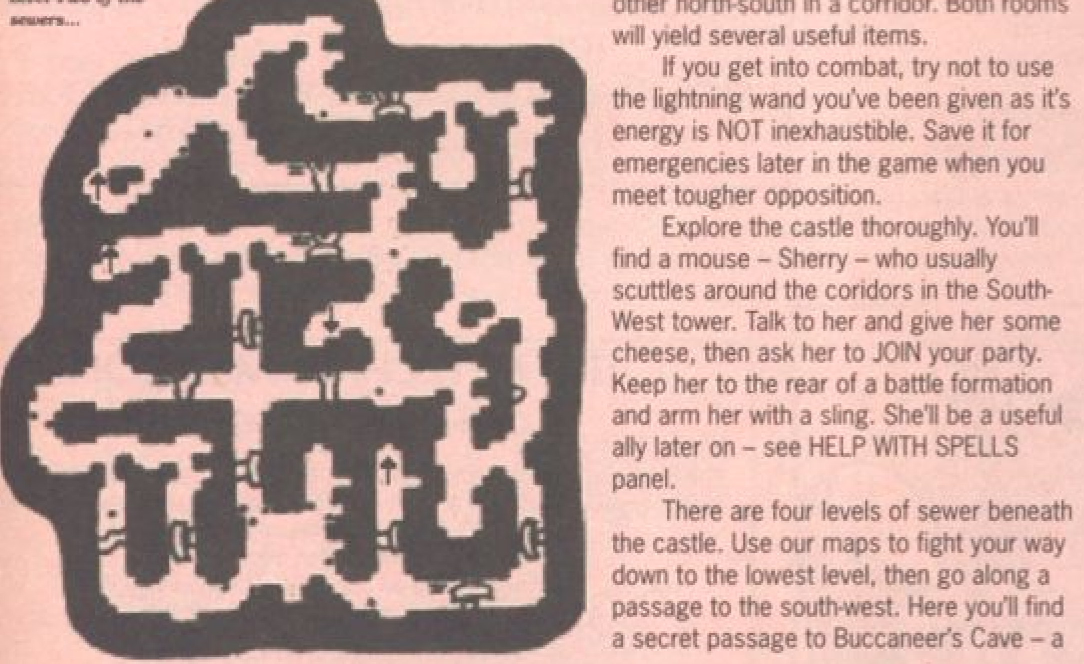
ULTIMA VI TIPS

Welcome, Beginners, Fighters, Bards, Mages and Avatars to these gargantuan *Ultima VI* tips to aid your quest. And make no mistake – you're going to need help every inch of the way, because *Ultima VI* is one mean mutha of a game...

Let's get started...

At the start of the game in the castle when you emerge from the fight with from the Gargoyles, indluge in conversation with Lord British. Don't forget that he can heal your party whenever you chat with him (just say HEAL), so if you decide to go down into the sewers below the castle and get slaughtered, make sure you leave yourself enough strength to struggle up the ladders again for a blessing.



Level Two of the sewers...

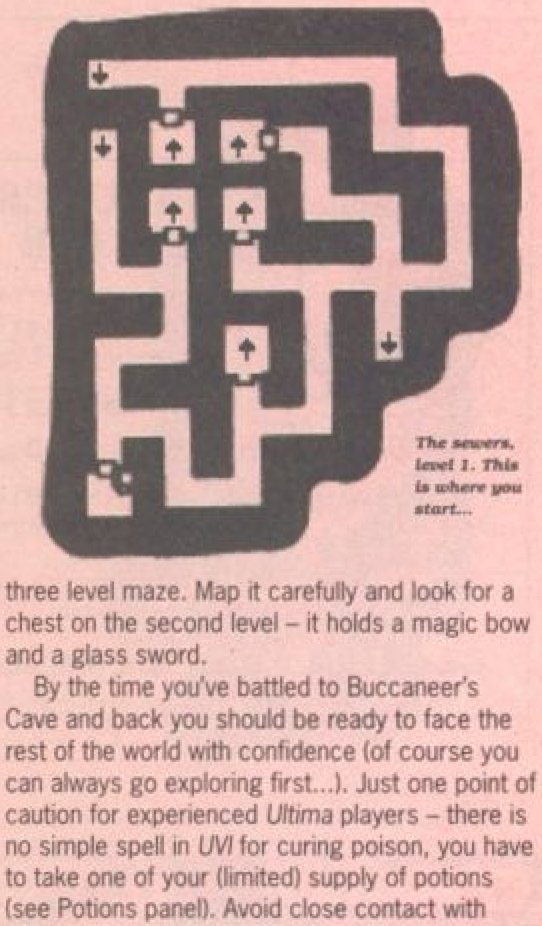
Many doors in the castle are locked and inexperienced players may waste lock picks on them. You can find two iron keys in the castle which between them will open most doors. Use lock picks and magic on the rest.

As soon as you've finished with Lord British, search out your room, which is to the west of your start location. Lord British's chambers and yours have two doors which face each other north-south in a corridor. Both rooms will yield several useful items.

If you get into combat, try not to use the lightning wand you've been given as it's energy is NOT inexhaustible. Save it for emergencies later in the game when you meet tougher opposition.

Explore the castle thoroughly. You'll find a mouse – Sherry – who usually scuttles around the coridors in the South-West tower. Talk to her and give her some cheese, then ask her to JOIN your party. Keep her to the rear of a battle formation and arm her with a sling. She'll be a useful ally later on – see HELP WITH SPELLS panel.

There are four levels of sewer beneath the castle. Use our maps to fight your way down to the lowest level, then go along a passage to the south-west. Here you'll find a secret passage to Buccaneer's Cave – a three level maze. Map it carefully and look for a chest on the second level – it holds a magic bow and a glass sword.



The sewers, level 1. This is where you start...

By the time you've battled to Buccaneer's Cave and back you should be ready to face the rest of the world with confidence (of course you can always go exploring first...). Just one point of caution for experienced *Ultima* players – there is no simple spell in *UVI* for curing poison, you have to take one of your (limited) supply of potions (see Potions panel). Avoid close contact with giant rats and marshes, both of which (amongst other things) can poison you.

ITEMS

There are many items scattered around Britannia, here is a small guide to tell you which ones are best and what their function is.

- Magic Gems – Find one of these if you are lost and you won't be for much longer. Magic Gems can also reveal hidden chambers too.
- Moonstones – Yum,scrum !! These come in eight flavours. Once you know the travel spell you can bury moonstones anywhere you like. You can then travel to that place whenever you need to. Travel is possible between Moonstones but you have to keep your eye on the moons to do it dependably.
- **Sextant** – This will be useful to any traveller because it indicates latitude and longitude. Combine this with a decent map and you should be able to pinpoint your position easily.
- **Swamp Boots** – These boots were made for walking, and that's just what they'll do, 'coz one of these days there gonna walk all over swamps !? Yes! These lovely hand crafted boots, made from the finest of leathers will protect you from those unwanted swamp leeches!! Available from Utomo the Islander, in Yew, only five minutes from this cinema! (except it's not)

THE POWER OF POTIONS

Potions are invaluable aids to survival – collect them whenever you can and use them sparingly. No need to risk your skin testing them all out – here's the list...

- **BLACK** – This makes you invisible. Can be used for many things, stealing treasure from under dragons and trolls is an example.
- **BLUE** – These potions enable you to awaken those under the influence of the sandman. Whoever he is.
- **GREEN** – Ever tasted Reeves and Mortimer's Chive flavoured soda with extract of Tape worm ? This is nearly worse. Don't even try it.
- **ORANGE** – This one makes you go to...yawn..zzzzzzzzzz
- **PURPLE** – Very handy..Protects you against attacks, swamps, poisons, spikes, bear traps and so-on.
- **RED** – Just like Reeves and Mortimer's Baked-bean flavoured soda with extract of leeches, this counteracts the effects of the green potion.
- **WHITE** – Eat your heart out Superman, with this x-ray vision potion.
- **YELLOW** – This has healing properties. If fighting gargoyles, get this by the dozen

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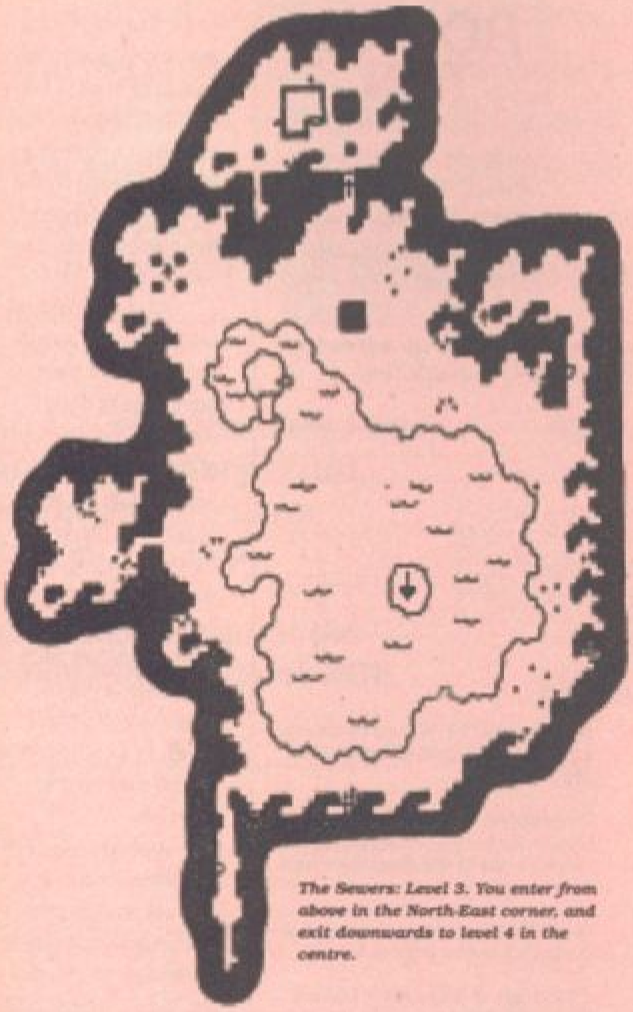
- **Honesty** – This raises intelligence levels.
- **Valour** – This one raises strength levels.
- **Compassion** – This raises dexterity levels.
- **Combined virtues** raises more than one attribute, though not as greatly.
- **Justice** – Will raise both and dexterity.
- **Honour** – Will raise one's strength and intelligence
- **Sacrifice** – dexterity and strength are raised here
- **Spirituality** – strength, dexterity, and intelligence all.
- **Humility** – it raises no attributes.



The Sewers: Level 3. You enter from above in the North-East corner, and exit downwards to level 4 in the centre.

- **Skiffs** – Needed for getting about. You need a strong chappy like Dupre to carry one. They're especially useful for exploring caves, where you could run into underground lakes or rivers.

WEAPONS

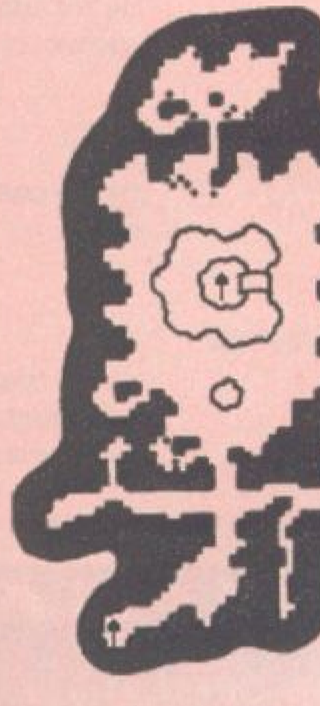
Magic armour and weapons are about the best you can get although glass swords are very powerful, even if a bit fragile. A good tip when in combat is to use a missile weapon, and stay as far back from the monsters as possible. Slings and boomerangs are not as damaging as crossbows, but their ammunition doesn't run out. The best ranged weapons are fire wands and lightning wands, if you can find them, but don't waste their energy without cause.

A lit powder keg is great for wiping out groups of monsters and good for blowing open closed doors. Flasks of oil can be used to make fire walls between you and the enemy.

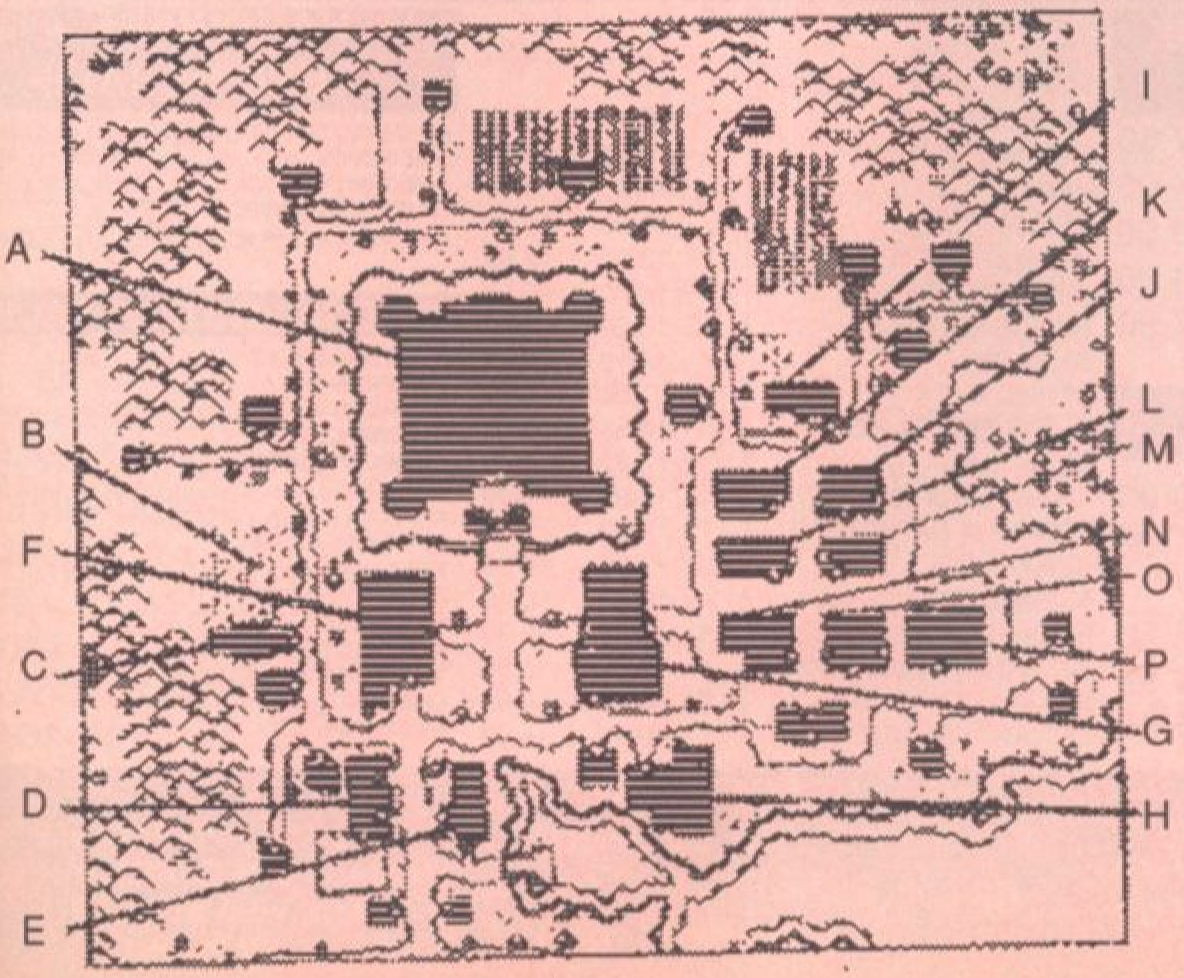
HELP WITH SPELLS

For some great magic items try Nicodemus, who dwells in the Deep Forest.

Also if you give Sherry the mouse (see Getting Started section) a moonstone you can get her to take it though a portcullis and bury it on the other side, a quick Gate Travel spell should then let you join her without having to find a lever to open it.



Level 4 of the sewers beneath the castle. The exit to Buccaneer's Cave is in the bottom left hand corner.



KEY TO THE CITY OF BRITAIN...

A – Lord British's Castle
B – Royal Orchards
C – Blacksmith
D – Stable
E – The Oaken Oar
F – The Conservatory/Royal Museum
G – The Royal Mint
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J – Baker
K – North Star Armoury
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M – Fletcher
N – Provisioner
O – Iolo's Bows
P – The Blue Boar

Ask Gwenneth about the triple crossbow and check out the Mantra For Compassion at the Conservatory.

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All entries must be received by the closing date for this round of August31st 1990.

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The BLITTER END

MURDER MYSTERY MAYHEM

US Gold recently held a press launch in the sleepy town of Loughborough to celebrate the release of its new *Murder* game. The following account is, unbelievably, true. No names have been changed, because no-one was innocent.

ACE was represented at the event by Rik Haynes (deputy editor) and Laurence Scotford (reviews editor). After the party, Laurence moved over to work on a sister publication. ACE editor, Steve Cooke, assures me this is purely coincidental – but looking at 'Sir' Larry in full-swing in the photograph makes me wonder.

In typical fashion, here's Rik's hazy account of Friday 13 July 1990: "Well the afternoon went reasonably smoothly. Six pints of export Euro-fizz (that's lager to you) during the presentation followed by a teapot of vodka, countless glasses of port, champagne, scotch and more Euro-fizz. I think we did dinner and hit a nightclub as well. Apart from that, I don't remember much." What about your stage-performance? "Did I get up on-stage then," asks a confused Rik, "I suppose I played a lager lout – I've been typecast as one for the last seven years." No arguments there, it was indeed an immaculate, well-rehearsed performance.

And Laurence wasn't any better behaved. Now to be dubbed 'Sir Larry' by everybody in the games biz, this would-be actor out-performed everybody in sight with his hunchback bitpart. Unfortunately, it was all too much for the poor lad. He retired early, only to be seen eight hours later consuming large amounts of vitamin C in the local supermarket.

HEBREW FLIGHT-SIM

The strange world of the flight-sim took another twist this month, with the announcement of a Hebrew version of Digital Integration's *F-16 Combat Pilot*.

I quote the press release: "Perhaps it has something to do with the new spirit of detente but Digital Integration's *F-16 Combat Pilot*, the most realistic simulation on the home computer of the world's most advanced fighter plane, is now available in many more territories than those skies have seen the real thing. The product is especially popular in a country which boasts a particularly strong air force, Israel – in fact so popular that despite the country not being known as a nation of home computer lovers, Digital Integration has designed a special version of the box written in Hebrew."

OOOPS!

Apologies to Psygnosis for mixing-up the update review of *Blood Money* in ACE 35 (page 65). The version reviewed was, of course, the C64 – not the ST as the headline stated.

Sadly, the departure of 'Sir' Larry Scotford left an even bigger hole in ACE this month, as dear Larry took the Pink Page Puzzle and Crossword pages with him. Sorry peeps, normal service will be resumed next month – in fact, you'll get the all-improved Pink Pages as a reward for your forgiveness. Bye for now.

● ***Blit Blit!***

HOLLYWOOD COMPETITION TOKEN

Cut out this token and stick it on the ACE/Mirrorsoft Hollywood Competition postcard from issue 35. If you win, you'll get an extra £500 spending money!

ACE HOLLYWOOD
£500
TOKEN

'SIR' LARRY CAPTION COMP

Is this poor deformed character the result of being a reviews editor on ACE for a year? Quite possibly. 'Sir' Larry Scotford – trainee thespian, actor academic and ex-reviews editor of ACE – treads the boards in his most demanding role to date... the hideous hunchback of US Gold's Murder Mystery Weekend. Darling Larry was a love, gave a great performance and stole the show. But what wondrous words did Sir Larry recite? If you can come up with a witty line or two to fill an imaginary bubble above the 'actors' heads in the photograph, let us know on a postcard and we'll send a mystery software prize (worth at least £20) to the sender of the one that makes us laugh loudest. Send your entry to: 'Sir' Larry Caption Comp, ACE, EMAP Images, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

THE BIG ONE!

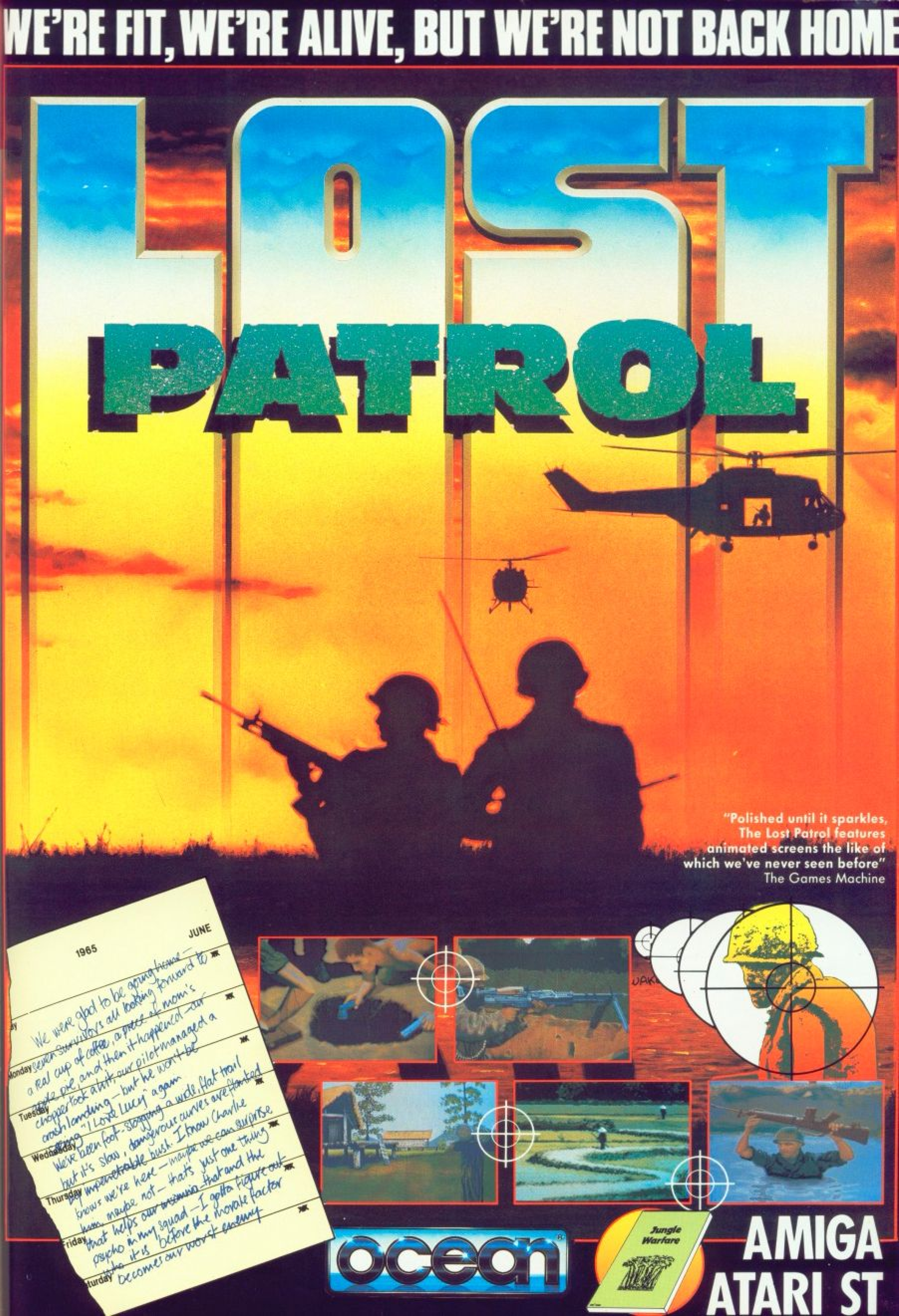
Be prepared for the biggest issue of ACE this year – complete with white hot games exclusives on computer, console and compact disc, ALL-NEW PINK PAGES, plus...

FEEL THE FUTURE
What kind of holographic, virtual reality, compact disc interactive deck will you use to play games in the next century?

THE BEST SHOWS
The Computer Entertainment Show is the launch pad for all the major games products for Christmas'90. Read all about them in the next issue, and see you at CES in London's Earls Court from 13-16 September 1990.

WIN AN EXTRA £500!
By collecting a special voucher (found either in the Origin Knights of Legend game or the next issue of ACE) linked to the Texas Halloween Party competition (see pages 68-69) you could grab yourself £500 of spending money for the trip.

SALE OF THE CENTURY
ACE 37 goes out on sale from Thursday 6 September 1990. Don't miss it!



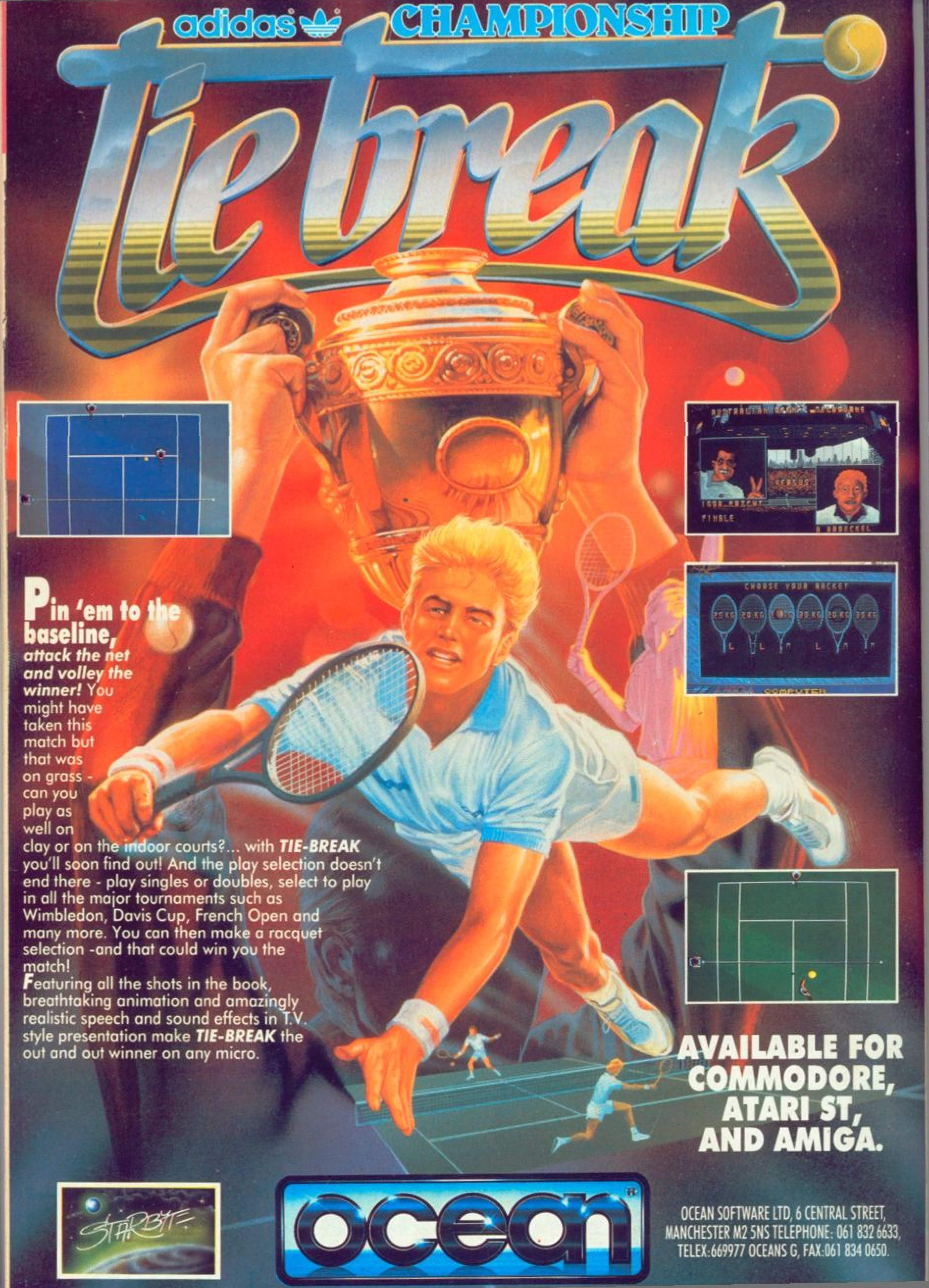
WE'RE FIT, WE'RE ALIVE, BUT WE'RE NOT BACK HOME
LOST
PATROL
UAK
ocean
Jungle Warfare
AMIGA
ATARI ST

"Polished until it sparkles, The Lost Patrol features animated screens the like of which we've never seen before"
The Games Machine

1965 JUNE

Monday
Tuesday
Wednesday
Thursday
Friday
Saturday

We were glad to be going home — seven survivors all looking forward to a real cup of coffee, a piece of mom's apple pie, and then it happened — our chopper took a hit, our pilot managed a crash landing — but he won't be singing "I Love Lucy" again. We've been foot-slogging a wide, flat trail but it's slow, dangerous curves are flanked by impenetrable bush. I know Charlie knows we're here — maybe we can surprise him, maybe not — that's just one thing that helps our insomnia that and the psycho in my squad — I gotta figure out who it is before the morale factor becomes our worst enemy.



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